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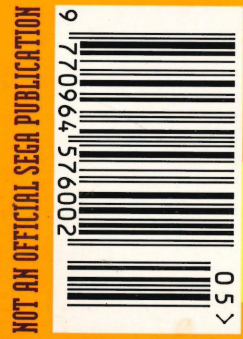


- ▲ STEEL EMPIRE
  - HELLFIRE
  - GYNOUG
  - ZERO WING
  - TASK FORCE HARRIER
- REVIEWED INSIDE!

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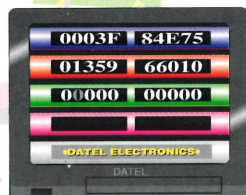
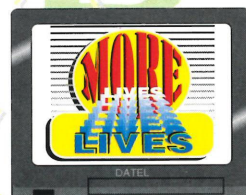
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Calls are charged at 36p per minute off peak, and 48p per minute at peak times. If you're under 18 make sure you OK things with whoever pays the 'phone bill before you call. Thank you so much.

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PAST."



# 50

## ISSUE

CONTENTS

## COVER STORY: IT'S THE WONDERMEGA!.....10



**You've read the rumours, now read the facts. Sega's new all-in-one Megadrive, Mega-CD and karaoke machine is revealed by MegaTech!**

### MEGATECH NEWS.....6

Shining Force, Slime World, Battle Mania, F1-Hero, Thunder Force IV, Grandslam, Bad Omen, Road Blasters, Ramparts, Steel Talons, Road Riot 4WD, Jesse 'The Body' Ventura, Twinkle Tale, Magical Guy, Lunar the Silver Star, Aisle Lord, Nobunaga And His Ninja Force

### MEGAMAIL.....20

More readers' questions concerning Mega-CDs, Megadrive price cuts, the Sega Championships, 12 megabit cartridges and why Megadrive games are so easy.

### SHOOT 'EM UP ACTION QUIZ.....43

Put your Megadrive shoot 'em up knowledge to the test with our horrifyingly evil quiz.

### TECHNIQUE ZONE...58

More Robocod and Mercs cheats along with a

bagload of other tips for Populous, Elemental Master, Hellfire, Thunderforce II... Gorbliney, the list goes on...

### HYPER TECHNIQUE ZONE: DESERT STRIKE.....62

Six pages of high quality tips for this amazing shoot 'em up from Electronic Arts!

### MEGATECH HELPLINE.....68

The place where shambling game players get their problems unravelled by MegaTech's team of resident experts.

### HYPER PLAYERS.....71

Here are the Megadrive scores you've got to beat!

### GAME INDEX.....74

Ratings for every Megadrive game you could ever consider buying.





# CONTENTS

## E FIVE MAY 1992

### GAMES REVIEWED

#### SHOOT 'EM UP SPECTACULAR!



#### HELLFIRE.....24

Now on official release, but is it still the best shoot 'em up on the Megadrive? Probably...



#### GYNOUG.....28

Another brilliant, and very gory, shooter which has finally made it out of the importer's closet and now sits proudly on the official shelves.

#### ZERO WING.....32

Even more import-to-official shoot 'em up action! Get in your Zig and start blowing things up!

#### STEEL EMPIRE.....36

Taking it's graphical inspiration from Japanese animated epics like Laputa, this top-quality blast looks a treat.

#### TASK FORCE HARRIER.....40

Yet another new Megadrive shooter reviewed. Take to the skies in your Hawker Siddley Harrier Jump Jet and cause some major destruction.

#### TEST DRIVE 2.....45

Ballistic's conversion of the old Amiga game gives you one of three flash cars to speed around the USA in.

#### TWO CRUDE DUDES.....48

Better known to us Brits as Crude Busters, this arcade conversion of the post-holocaust punk beat 'em up kept us going for ages!

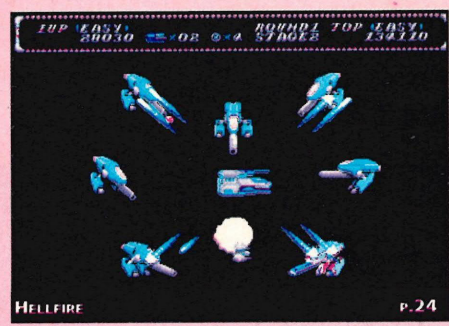
#### DOUBLE DRAGON.....52

The first in Ballistic's new Arcade Blockbusters series is a conversion of the classic beat 'em up coin-op. Is it better than the Double Dragon 2 conversion reviewed in MegaTech 3? Can it be any worse?

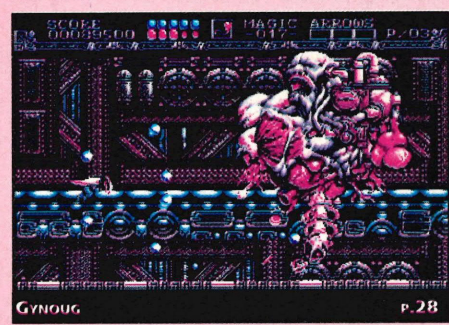
#### WHERE IN TIME IS CARMEN

#### SANDIEGO.....54

Here's where we find out if this 'Edutainment' business is at all educational or entertaining. Notice there's no Hyper! Hyper! logo on this one.



HELLFIRE p.24



GYNOUG p.28



STEEL EMPIRE p.36



TWO CRUDE DUDES p.48

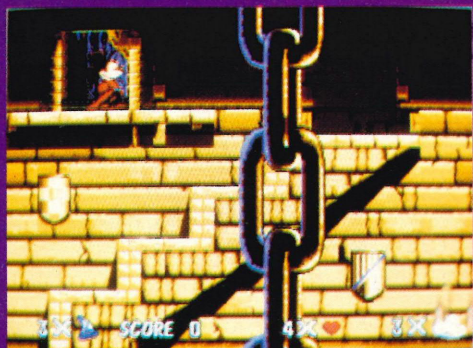
CONTENTS





# NEWS

## MICKEY TAKEN BACK



Now that the video version of the top Disney animation, *Fantasia*, has been withdrawn after its 100 day general release period, it turns out that the Megadrive game of the film is also being removed from the shelves. This isn't because of some arbitrary, self-imposed deadline, but rather because somebody at Sega forgot to actually secure a licensing deal with Disney so the first thing the Disney executives knew about the game was when someone saw it on the shelves. Cripes, how embarrassing.

## SERVICE AT LAST

Amazing, isn't it, that a top gamesplaying instrument like the Megadrive has never sported a tennis simulation? Basketball, soccer, American football, ice hockey even volleyball, but never tennis... Fortunately for the tennis-loving/Megadrive-owning population of the world, Telenet are releasing *Grandslam*, a 4 megabit cart which should fit the bill quite nicely. Importers should have it as you read this, so you've plenty of time before Wimbledon to hone your service to perfection. Review next issue, we hope.

## SHINING FORCE - the legacy of great intention

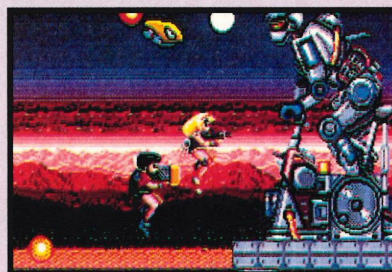


Sega's sequel to their top RPG, *Shining in the Darkness*, is getting a lot of coverage in the Japanese press, who seem to think it's going to be the best thing since properly warmed Sake (98.48 Fahrenheit, if you're interested).

*Shining Force*, as the game is called, will be the second ever 12 megabit Megadrive cartridge (to date, Ballistic's *Star Control* is the only other 12 megabit game). Packed into those chips will be acres of adventuring action, in which you take a party of four heroes off on a quest for something or other. The original game attracted some criticism for its combat system, but it looks like this has been improved in the sequel and the battle scenes are now all animated (and rather nicely animated too, if the pictures are anything to go by).

Alas, you'll have to wait till October before you can enjoy this epic, because it's not until then that the English version of the game will be ready for release. If you can read Japanese, though, you should be able to get stuck into *Shining Force* within the month, courtesy of your friendly neighbourhood importer.

## battle mania



Details are a bit scarce on *Battle Mania*, a new shoot 'em up from Japan, but we can say that it looks rather like that old Sega coin-op, *Quartet*, apart from the fact that it only lets two people play instead of four. The scenery is very strange, as are the bosses, but the Japanese press seemed to like it, so we wait with bated breath.

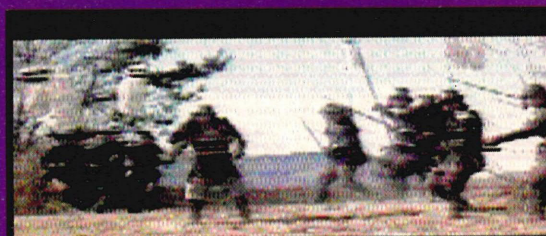


# MORE CD STUFF

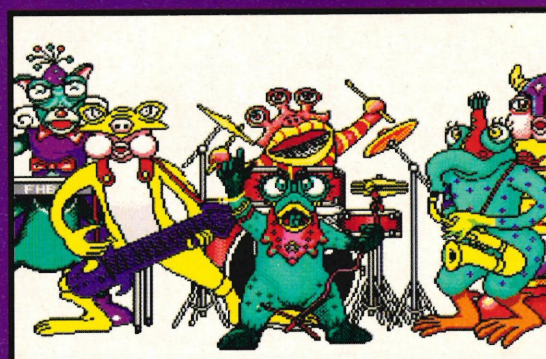
Those of you already in possession of a fine Mega-CD will be pleased to hear that there are a host of new releases piling up in your importer's warehouse waiting for you to buy them, but unfortunately the case still seems to be that non-Japanese players will be left disappointed. Two new CD RPGs are *Lunar-The Silver Star* and *Risle Lord*, both of which look smart, apart from all those mysterious little Kanji characters which we Brits find so indecipherable.

There's also *Funky Horror Band*, which looks like another RPG, but unfortunately our Mega-CD played the intro and crashed, so we can't really comment on how good the game is.

The other new CD game is *Nobunaga's*... er, something (they look, it's in Japanese, okay?), a wargame set in medieval Japan which, again, is pretty much unplayable, but has a really impressive intro which consists of several minutes of reduced screen, full-motion video taken from Akira Kurosawa's epic movie, *Ran*. Thanks to Kaizer of Cambridge Consoles (tel 0223 211733) for letting us have a look at that one.

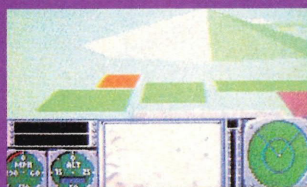


NOBUNAGA FEATURES SOME EXCELLENT FULL-MOTION VIDEO SEQUENCES, AND PLENTY OF JAPANESE TEXT WHICH MAKES IT UNPLAYABLE.

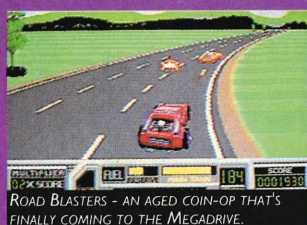


DESPITE THE BEST EFFORTS OF FUNKY HORROR BAND'S WEIRD CAST, IT COULD PROVE TO BE A BIT OF A DUFFER.

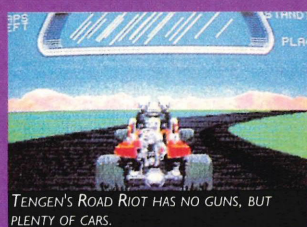
## helicopters, cars, guns...



STEEL TALONS IS ONE OF THE MOST IMPRESSIVE HELI-SIMS EVER.



ROAD BLASTERS - AN AGED COIN-OP THAT'S FINALLY COMING TO THE MEGADRIVE.



TENGEN'S ROAD RIOT HAS NO GUNS, BUT PLENTY OF CARS.

...Are the ingredients for Megadrive excitement, we're sure you'll agree, and that's exactly what Tengen have got lined up for their next four Megadrive products, three of which are conversions of Atari coin-ops.

Firstly there's the very-long-awaited-in-fact-what's-happened-to-it *Road Blasters*, a tale of driving through blasted deserts in a fast car with a machine gun strapped to the bonnet, which is due out officially any time now.

Following that we should have *Ramparts*. This is an unusual mix of *Missile Command* and *Tetris*, in which you have to defend your castles from invading fleets of galleons by blowing holes in them with cannon-fire. The *Tetris* bit comes in at the end of a battle when you have to fit blocks together to fill holes in the castle walls. Very strange, but it did find some fans in its arcade incarnation.

Some time in the distant future there will be a conversion of *Steel Talons*, a helicopter gunship simulation which is currently doing very well in arcades around the shires. Rotor around a 3D battlefield environment, blowing up tanks, buildings, helicopters, you name it (as long as it's a tank, building or helicopter). But, 'how will the Megadrive cope with all those 3D filled vector graphics?' is the question that haunts our sceptical minds.

And finally, there's the game which isn't an arcade conversion at all, and that's *Road Riot 4WD*, a racing game which puts you at the joystick-shaped wheel of a large truck with big tyres. Looks like a bit of fun, and no mistake.

## RETURN OF THUNDERFORCE

YES! Star Japanese software house, Tecno Soft, are about to release the sequel to those classic Megadrive blasters, *Thunderforce II* and *III*. All we can really tell you is that we've seen some minuscule pics in a Jap mag and it does look good. More news when we have it!

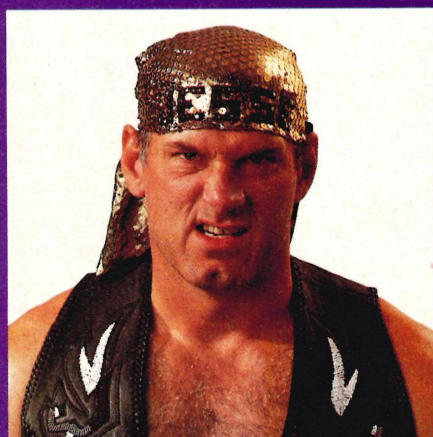
## OMINOUS RUMBLINGS

Those of you lucky enough to have a Sega Game Gear may be familiar with a rather odd little cart which goes by the name of *Devilish*. It's an unusual variation on the old *Breakout* theme, in which you have to bounce a ball through a maze of supernatural scenery using a set of reconfigurable bats. The interesting, if not earth-shattering news is that this selfsame game will soon be appearing on Megadrive with better graphics and a new title, but with all the riveting rebounding of the original intact. The Megadrive version will be called *Bad Omen* and according to our sources it should be in the hands of importers at this very moment!





# DREAMWORKS' BIG JESSE



While you WWF fans are waiting for Acclaim to release the Megadrive version of their WWF Wrestlemania in October, you might like to keep yourself occupied with Dreamworks' Jesse 'The Body' Ventura, which puts you in the spangly trunks of the muscular ex-WWF star with a view to attaining the title of World's Top Wrestler. It'll be appearing in The States first some time this summer, but should soon wend it's way across the Atlantic and onto importers' shelves pretty soon afterwards.

# twinkle, twinkle...



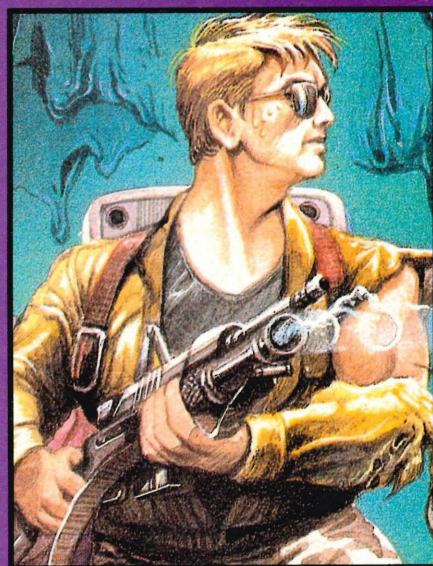
This sounds cute doesn't it? It isn't (unless you're into giant spiders and rabid seagulls, that is). Twinkle Tale is similar in concept to Undealder (79% MT 3), that is to say it's a vertically scrolling walk-em-up. Your black-cloaked wizard strides along the screen zapping everything that crosses his path. There are big bosses to kill, power-ups to collect and a review coming your way soon.

# G.G...GUY

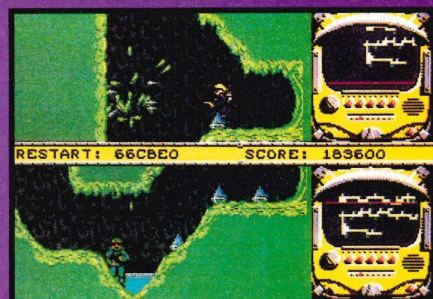


Another refugee from the Game Gear is Magical Guy, a cute little shoot 'em up which stars a superhero-type boy in a cape (the Magical Guy of the title) who flies across strange scrolling landscapes, zapping monsters with his magic fingers and rescuing small girls. The release schedule says April, so watch out for a possible review in the very next issue of our wonderful magazine.

# IT'S MELT OR BE MELTED...



In Slime World, an arcade adventure which first appeared on the Atari Lynx but is soon to be entertaining Megadrive players the world over. Armed with his flame thrower, the player has to find his way out of one of six gigantic mazes of caves lined with slime and heaving with malevolent mucus creatures. To make things more interesting, the game has a split-screen two player option, so you can race a mate to the exit, or help each other out, so that no-one has to suffer enforced decomposition. Importers should have Slime World within the next few weeks, so watch out for it.



# IT'S A SELLOUT

Our reserves of issue two have finally been depleted, so if you sent a cheque in and haven't received a mag, we can only offer a heartfelt sorry. We are currently returning your cheques and postal orders.

There's good news for those who missed issue three, we still have a few copies in reserve, so make your cheque for £1.95 +50p p+p payable to MegaTech and send it to: Issue Three Offer, Megatech, Priory Court, 30-32 Farrington Lane, London, EC1R 3AU.

It's strictly first come first served, so, sorry, but no phoning asking to hold copies back.



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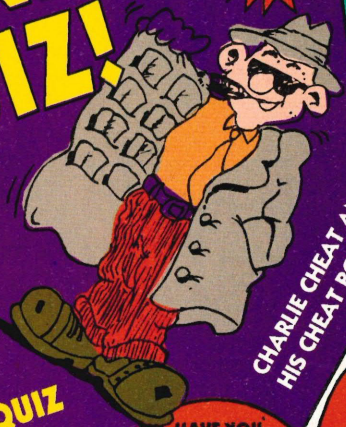
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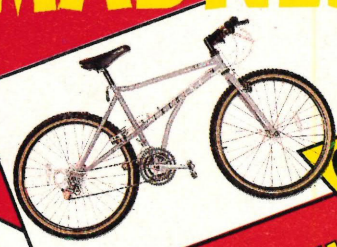
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# Super off-road

**R**emember Iva Stewart's Super Off-Road? Yes you do, it was that old Leland coin-op which was a bit like Super Sprint, but with big trucks instead of racing cars. The idea of the game was to drive your monstermobile around a load of incredibly bumpy courses, making sure you beat three other drivers to the finish line.

Well, after appearing on just about every computer and console going, Super Off Road (without its Ivan Stewart endorsement) is to appear on the Megadrive, courtesy of Ballistic. Off-Road Racing will be the second in Ballistic's Arcade Blockbusters titles, following on from Double Dragon (reviewed on page 52 of this very issue).

One or two players can take their place among the four competitors in each race, and the object is ride over very, very rough ground, bumping your way to the front of the pack and staying there. Your truck is fitted with a nitro injector and if you pick up a nitro cartridge from the track you can pep up your position with a quick burst of super speed. The winners earn cash prizes which are spent on upgrading their machines in the local Big Truck Parts shop to make them go even faster!

From what we've seen, the action in the game seems pretty faithful to the arcade version, and it looks like it's going to be the best home conversion of this rather jolly arcade racer, with even more tracks than the Super Nintendo version! Even the music is excellent: the action on different courses has different background music, and the duelling banjos theme is amazing! We'll have more news and a full review in a couple of issues time, so don't miss our final verdict!



Above: when you complete a race you can spend your winnings on customising your car.



Some of the tracks have short cuts which are more testing than the usual route.



from: ballistic  
price £29.99  
release date: july



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# WONDER

W O N D E R M E G A

If you've had cause to leaf through certain other magazines, you may have read the rumours that Sega have been developing an all-in-one Megadrive/Mega-CD unit in conjunction with electronics giant JVC. Leave it to MegaTech to cut through the baloney and reveal the truth. Not only have we got the full story, we've actually seen one in action! Mark Patterson spills the beans.







# WONDERMEGA

**With** the arrival of the Super NES and gossip abounding about the Gigadrive, Sega have pulled a surprising rabbit out of their proverbial hat. It's sleek, dark, you can sing to it, it runs cartridge software as well as compact discs, and it's called the Wondermega.

Developed in conjunction with the Victor company (alias Japan Victor Company or JVC), it can do everything a Megadrive and a Mega-CD can do, plus some exclusive extras...

## THE BEST SOUNDS AROUND

Of course, the Wondermega can play any normal music CDs and send the sound output through the stereo headphones socket on the front of the machine or through the phono plugs on the back to an external stereo amp.

Like the Mega-CD, the Wondermega is fitted with an 8 channel PCM (pulse code modulation) sound chip to produce high-quality synthesised effects and music, but the engineers have gone one step further and included a Digital Acoustic Processor or DAP circuit. This boosts the sound range, to brighten the higher frequency sounds and provide a more powerful bass range, resulting in more realistic effects.

To go alongside this, the first 'optional extra' for the Wondermega are the Super Speakers, which have been engineered by JVC and, it's claimed, produce better sound quality than the speakers in a coin-op.



## SING-A-LONG-A-WONDERMEGA

Look closely at the Wondermega and you'll see a button marked Karaoke, which activates one of its biggest selling points in Japan. Play a normal music CD through the Wondermega and you can turn down the lead vocals, plug one or two microphones into the front and sing along with the track. There is also a pitch adjust feature, which alters the speed of the CD so you can tune the music in to your voice if your singing is flat.

The karaoke controls are concealed at the front of the machine, behind a slide-back panel, which also conceals volume dials and two microphone inputs.

WONDERMEGA



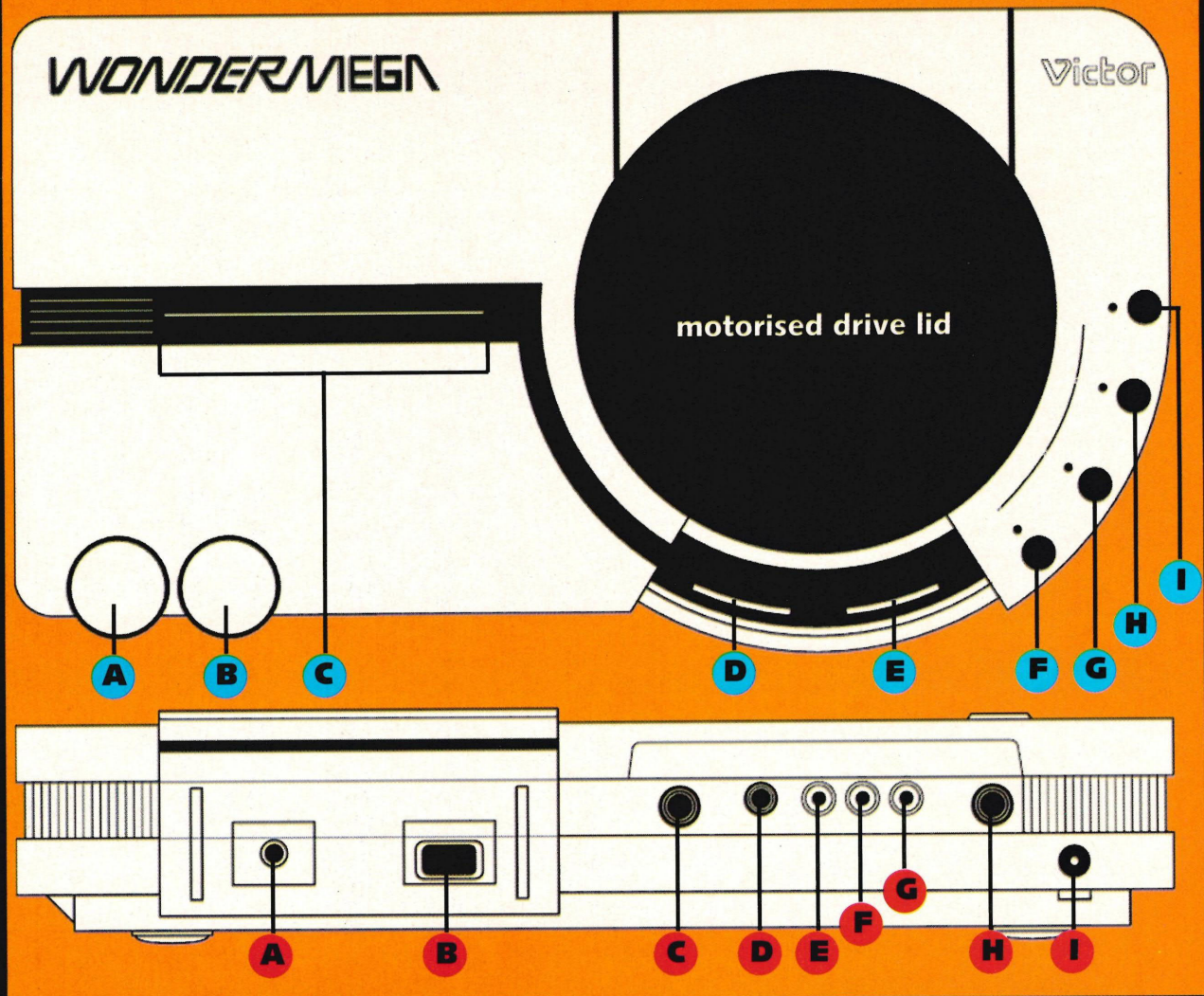


## PLAN VIEW

- A: Power switch
- B: Reset switch
- C: Cartridge slot
- D: Drive Ready light
- E: Drive Access light
- F: Game mode switch
- G: Expanded Bass switch
- H: Karaoke mode switch
- I: DAP off switch

## REAR ELEVATION

- A: Unspecified
- B: EXT port for MegaModem
- C: RF video output
- D: S-Video output (to be replaced with SCART on UK model)
- E: Video out (phono)
- F: Right audio out
- G: Left audio out
- H: MIDI out
- I: DC power in



## MIDI-MANIA

Another feature which makes the Wondermega unique among consoles is its MIDI compatibility. MIDI stands for Musical Instrument Digital Interface, which is the system that lets musical instruments such as keyboards connect to each other.

The upshot of this feature is that music can be stored on a CD in MIDI form, then played through a keyboard or another MIDI device. There is also the potential there for the Wondermega to act as a sound-bank for keyboards, replacing units which usually retail at well over a thousand pounds. There's also potential for games to have an encoded MIDI soundtrack stored as data on the disc, so that as well as having music coming from the Wondermega, you could be plugging in your 28-note polyphonic synth and jiggling to massively groovy pre-programmed tunes.

## JVC vs SEGA

JVC and Sega are producing their own versions of the Wondermega, although there won't be any hardware differences between the two. In Japan, the JVC machine, which has a different logo and a darker case retails at ¥82,000 (approx-

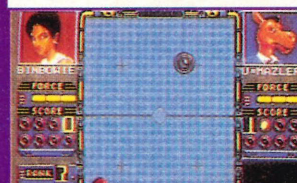
imately £360), while the Sega machine is ¥70,000 (£350). Pay the extra for the JVC machine, and you get a CD containing four games ('The Game Garden') and four karaoke tracks. Apart from that there are no differences.

Both companies also claim that the Wondermega will be compatible with all previously-released Megadrive cartridge and disc games, but the reverse may not be true. The extra features included in the Wondermega games could result in them being unplayable on the standalone Megadrive and Mega-CD unit, though Mr Sato, Sega Japan's managing director commented that they '...hope to prevent these sort of problems with the games.'

## GAME GARDEN

The Game Garden CD that comes with the JVC machine contains four games; Quiz Grand Prix, which is like one of those arcade trivia machines, with over 4,000 questions. When you get an answer right your car advances and, funnily enough, the winner is the person who provides enough correct answers to take them to the finish line. Flicky is, well, Flicky – the hit Megadrive platform game.

The other two games are Pyramid Magic, a puzzle game and Paddle Fighter, which is an air hockey game. There's also a karaoke CD-G (CD with graphics) in the JVC package, but no microphone, so you're stuffed when it comes to singing.



There is some doubt in Japan as to whether or not people will pay the extra £10 for the Victor machine with the Game Garden disc.

The CD contains Flicky, which is available officially in the UK, plus three previously unreleased titles. There's also the added bonus of the karaoke CD-G.





The Mega-CD option screen — similar to the Wondermega's.

Like the Mega-CD, the Wondermega has no controls on the unit. Games are loaded and CD's played via an on-screen menu. This screen is almost identical on both machines, although the Wondermega's has a few extra features tied in to its karaoke functions. This one was of the criticisms of the Mega-CD because it meant you had to hook a monitor up to it to use it as a stand-alone CD player.

## GAMES IN THE PIPELINE

Sega are currently working on a number of big titles which are due for release shortly after the Wondermega. Batman 2 will be a licence from the film, rather than simply being a beefed-up version of Return Of The Joker which is coming out on cartridge. It's going to feature plenty of full-motion video clips from the movie, as well as recorded sound effects and music.

Another big licence that's on its way is Star Trek - The Next Generation. Like Batman, this will feature footage taken from the series. The problem with using film and TV footage is the costs involved. After securing the deal to use a scene, money has to be paid to the company that holds the copyright, then royalties have to be paid to any actors featured, even extras who might be doing nothing more exciting than standing still. All this could lead to a premium price range of software which will cost around £50 a title.

The games will retail at around the same price as cartridges, despite CD's being cheaper to duplicate. The reason for this is development costs, which can run in excess of £400,000. To help keep costs down, Sega America have had a \$5,000,000 film studio built to film live-action footage in.

Wondermega versions of Super Sonic (Sonic 2) and Streets Of Rage 2 are also being planned, but there are no details as to any difference between the CD and cartridge versions. There's also talk of a budget range of CD software, where old titles will be released on compact disc without any enhancements, but a price tag of around £20.

## FIRST GAME! WONDERDOG!

Nintendo have Mario, the Megadrive has Sonic and the Wondermega will have Wonderdog. Wonderdog is the hero of the game of the same name, which is being developed, surprisingly, in the UK. Core Design, the company behind Corporation and Chuck Rock, are the people working on the project whose star features on the Wondermega packaging. The game follows the tried and trusted scrolling platform format, around which the Mario and Sonic games are based.

Wonderdog's not like you're normal canine though, for a start he wears dungarees, can grow wings from the side of his head, and can tunnel through the ground. These peculiar abilities can be attributed to him being an alien, who escaped the destruction of his home planet and is setting about eradicating the aliens responsible.



## COMING SOON

Sega are waiting for more decent quality software to appear before they launch the Wondermega in the UK. At the moment they're aiming for autumn, with the Mega-CD also due to appear a little later, possibly at a sub-£200 price. A price hasn't been fixed for the Wondermega yet, but



Sega are aiming for £349.

Undoubtedly importers will be selling Japanese machines shortly, although they could be in trouble if the official machine

contains the import-buster chip that's been developed for the Mega-CD. If this chip is included (and it seems likely that it would be), the Wondermega will only be compatible with officially released software. So if you're thinking of buying an import machine, you may end up a loser.







**Welcome** to May's

**MegaTech SEGA Pages!**

**So-what's new? Well, Sonic the Hedgehog bundled with all SEGA Megadrives, that's what! That means you now automatically get one of the greatest ever 16 bit games included FREE whenever you buy a Megadrive! The**

**'best game ever' has now replaced Altered Beast in the standard 16 bit pack and the price remains at £129.99! Good value or what?!**

**By the way, in case you haven't been watching the box recently or maybe had your head in the sand, the SEGA Sonic bundles are currently being advertised on national TV.**

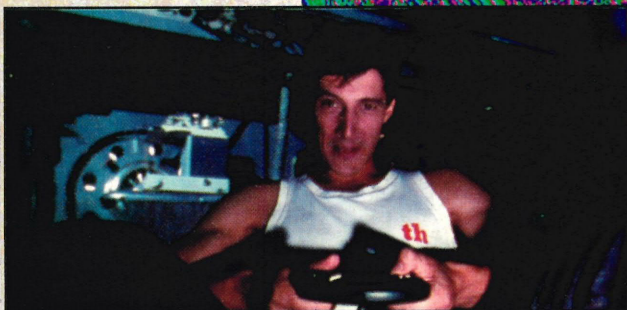
**The floor in the MegaTech office is currently groaning under the mega-weight of all those replies**

**to last month's Great SEGA Giveaway competition! It seems that every single MegaTech reader (and a few million friends) has**

**entered into the big one to win all the official Megadrive releases for the rest of 1992! In case you haven't sent in your entry yet, you'd better hurry because the closing date is April 24! Just goes to show there is only one 'ultimate games console'!**



# SEGA





# NEWS

**Sega** caused a major stir in the nation's capital last month with the happening event of the year—the final of the UK Sega Challenge, held on April 4th at London's newest and hippest club, The Ministry of Sound.

The Challenge brought together some of the best Sega players from all over the UK, who battled it out on the most testing Sega titles in the electrifying atmosphere of the New York-style underground club. The capacity crowd of Sega-hungry kids watched the action on a massive video wall, while Motormouth's inimitable Steve Johnson compered.

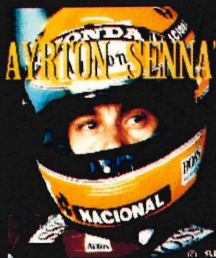
The new 1992 Sega UK Champion will be taking his place alongside Europe's best Sega players in the European Sega Challenge Final to be held in Barcelona in July.



**Gossip!** ...Spotted roaming round the Sega Head Offices in London were dedicated Sega fans, The Manic Street Preachers, looking for clues as to how to finish the last stages of Fantasia and Spiderman... If at first you don't succeed, boys...

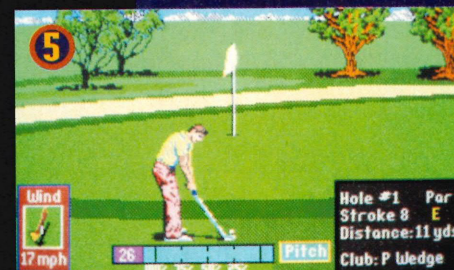
**Word up!** Sega are really in touch with their console owners. They've just appointed six 14 year olds to their Advisory Board, responsible for directing all the major marketing plans for 1992. The kids are winners of a major competition Sega launched in the autumn of 1990 in 800 schools nationwide, asking 14-16 year olds to devise a full marketing campaign for Sega. Wowing the Sega marketing team with their original ideas, the winners sat down to their first board meeting on Thursday March 26th.

**Watch** out soon for some massive Sega blockbusting titles! Ayrton Senna's Grand Prix and, of course, the only official Olympics game out across all Sega formats this June. Watch this space!



## sonic's official sega chart

This month's top 15 Megadrive games brought to you at high speed by the spikey superhero himself...

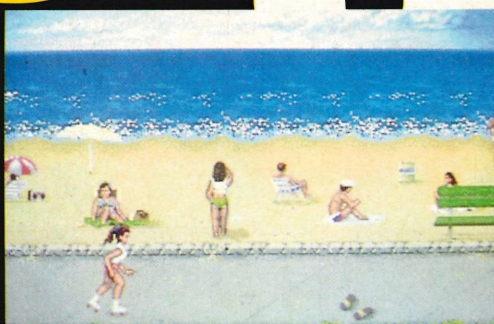


- 1 ● 1 Sonic the Hedgehog
- 2 ▲ 5 Spiderman
- 3 ★ Joe Montana II
- 4 ● 4 Mickey Mouse
- 5 ▼ 3 PGA Tour Golf
- 6 ● 6 Quackshot Starring Donald Duck
- 7 ▲ 8 Streets of Rage
- 8 ★ Robocod
- 9 ▲ 10 Super Monaco GP
- 10 ▲ 11 John Madden '92
- 11 ▲ 14 Moonwalker
- 12 ★ Mercs
- 13 ★ Golden Axe II
- 14 ▼ 13 Toejam and Earl
- 15 ★ Strider





# golden oldies



**You don't have these blasts from the past?  
Cripes! You don't know what you're missing!**

## california games

Try your hand at five outrageous West Coast pastimes in this alternative sports simulation. Practise dexterity-demanding tricks with your footbag! Pull-off incredible stunts in the BMX and Half-Pipe skateboard events! Ride the Pacific waves on a surfboard! And just try to stay on your feet while rollerskating down a beachside boardwalk!

## toe jam and earl

Those funkadelic aliens, Toe Jam and Earl, have crash-landed on a weird planet populated by walking carrots and strange shoppers, amongst other things and it's down to you and a mate to help the rappers from space find the bits of their spaceship! One of the best two player Megadrive games yet, featuring outrageous sounds and many a big laff!

## altered beast

A spot-on conversion of Sega's coin-op of yesteryear. Become a reanimated corpse on a rescue mission, and watch in awe as you're transformed into a mighty werewolf, werebear, dragon and even a weretiger. Beat 'em up action with a bizarre twist!

## decap attack

Slip into the bandages of one of the world's few headless video game heroes, Chuck D Head, in this terrific platform game set on Body Island. Bad Max D Cap is threatening to split the island into pieces and only Chuck can put a stop to his fiendish plans! Loads of bloody marvellous action!

## joe montana

The only American football simulation which comes with its own running commentary! The digitised voice of famous US quarterback, Joe Montana, gives you a play by play description of each match from start to finish! You can be sure you've never heard anything like this!

## phantasy star III

Seven perilous worlds of evil mutant creatures await the adventurer in this epic role-playing game. Valiant Prince Rhys of Landen has to travel by aircraft, submarine and aquaskimmer to rescue Maia, his sweetheart, from the clutches of the Orakio empire. Then continue through four generations of Rhys' ancestors in the quest to destroy Orakio's cyborg army forever!





# ew!

Let your Megadrive take you to previously unimagined levels of excitement with these new releases from Sega!

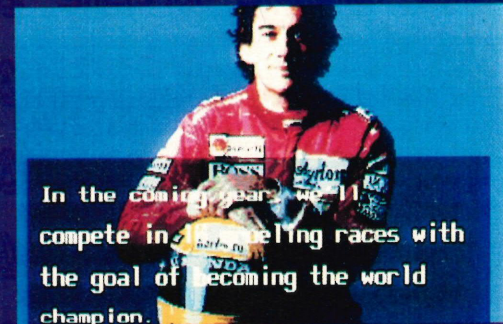
## kid chameleon

Join the boy who changes his appearance by changing his hat, on an adventure through a vast platform world of verdant pastures, icy mountains, fiery caves and gangster-laden cities. Secret rooms, monsters galore and even a Panzer tank contribute to making this one of the most bizarre platform games on the Megadrive!



## senna's super monaco

The sequel to that classic Megadrive racer, Super Monaco GP, this high-speed driving simulation features the hero of Team Honda, Ayrton Senna, who takes you on a tour of the race tracks of the world, and even his own custom-built circuit. Check out those digitised graphics!



## wonderboy in monsterworld

Sega's miniature hero embarks on his greatest arcade adventure yet! Armed with his sword and new-found magical powers, Wonderboy must free Monster World from the grip of wandering mushroom creatures—and that's just the start of his problems! Loads of puzzles and action earned this a Hyper Hyper rating in last month's MegaTech review!



## super hydlide

**Cannibal aliens invade fairyland!** Another enormous Megadrive role-playing game in which you play the one man who can save the population of Fairyland from becoming the Entrée course in some off-world eaterie. A unique combination of arcade and RPG action.



best of the rest





# MEGA MAIL

MEGA MAIL

**According** to reports submitted to the UN Medical Council, stress and nervous tension are now serious problems throughout the world, and in order to save our readers from developing painful duodenal ulcers before they're 25, we at MegaTech provide the MegaMail service for Megadrive players who need a kind soul to listen to their anguish and solve their Sega problems.

If you've got some previously repressed opinion that keeps you awake at nights or some question burning in the pit of your stomach, let the Editor be your 'bridge over troubled water' and ease your mind. Send your letters to Paul at MegaMail, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

## TAKING THE MICKEY

Dear MegaTech

Having only purchased my Megadrive recently I did not have a clue what to buy, so I bought your mag as it had an A-Z index of nearly all the games available and your recommendations. Being a platform game fan and seeing what you and all the other mags had said about Mickey Mouse I decided to buy it. Now comes the nitty-gritty. I found the graphics naff, the sound childish, the animation jerky and slow and the addictive qualities almost zero, and after playing it for about 20 minutes I had no desire to play it any longer. So why did it get such a high score??

I know that game buying is a matter of personal taste, but my friends and I would instead give Sonic 93% and MM about 40% because it's so crap! Anyway, after a bit of arguing I managed to swap it for The Immortal and am a lot happier with that. The moral is play before you buy, as I will in the future.

**Neal Minns, Burton on Trent**

**The** real moral is that reviewing, as many editors have said before, is subjective. It's all down to personal opinion. Mickey Mouse got a high score because we think it's very playable, the graphics are extremely pretty and very much in the Disney style, and the sound, though you could call it childish, is, we think, appropriate for a game starring what is, after all, a children's cartoon character. Most of the other mags and a lot of Megadrive owners seem to agree with us, so maybe your biorhythms were on a low and you were in a bit of a bad mood when you started on Mickey Mouse. Perhaps someone had contaminated you with negative energy or your brain was affected by electromagnetic interference from the powerful cobalt magnets in your telephone. Hey, you don't live under power lines do you?

## THE 'COULD YOU ANSWER THIS LOAD OF QUESTIONS' LETTER.

Dear MegaTech,

Could you answer these questions.

1. I was told buying an audio and video (A/V) lead would improve the Megadrive's graphics. Does that lead result in SCART quality graphics? If not how good are they?
2. Can you get a PAL Megadrive converted into SCART?
3. What do you think of the Arcade Power Stick? Is it any good? Is it worth £35?
4. What do you think of Robocod and Strider? Which would you recommend?
5. How much will official Mega CD games cost?
6. Do you think it's worth getting a Japanese convertor?

By the way, I think you're mag is BRILL!

**Juan Villa, Barnes, London**

**1.** The A/V lead (the one with an 8-pin DIN plug on one end and two phono plugs on the end carrying separate audio and video signals) allows you to plug your Megadrive into a monitor or a TV with phono plug inputs. This usually results in a slightly clearer picture than the signal from the aerial socket, but it's not as pixel-perfect as SCART.

**2.** If you mean, can you use a PAL Megadrive on a SCART monitor, the answer is yes. Just buy a Megadrive SCART lead and plug one end into the A/V OUT socket on the Megadrive and the other end into the SCART connector on your telly (if you have one). Sega do a suitable lead for £7.99.



3. It is a tad on the expensive side, but it is a good stick. As the editor, I get to use MegaTech's Power Stick all the time and it allows me to trounce Mark's puny scores time after time and if long periods of playing leave you with thumb cramp, the Power Stick is an enormous boon. 'And we're always on the lookout for enormous boons!'

4. A couple of smart games there, Juan. Strider looks better, but Robocod lasts longer.

5. Probably about the same as cartridge games.

6. It is if you yearn to play foreign games without invalidating your guarantee with the cartridge slot carve-up conversion.

## CD-PHOBIA

Dear MegaTech,

As the Mega-CD will be out soon I am a little worried that all the best titles will be released for it instead of the Megadrive. As I am not sure that I will be able to purchase the Mega-CD, this is a bit worrying.

John P Kemp, Rotherham

**Don't** you worry, John. Some titles will only appear on CD, but the bulk of games will appear on cartridge for the foreseeable future, and there will even be ROM versions of some CD games.

## MEGADRIVE PRICE DIVE?

Dear MegaTech,

A couple of months ago you said that with the Super NES coming out at £150, the Megadrive might drop in price to £99. Well... is it?

Also, could you please put my mind at rest and tell me, from an expert's point of view, whether Sonic is better than the Mario-type games.

Paul Fox, Formby, Merseyside.

**Sega** tell me that, at the moment, they have no plans to lower the Megadrive's price to less than £100. I'm not sure if my answer to your other question will put your mind at rest, but my own opinion is that while Sonic is

a really smart game, Super Mario Bros 3 on the NES and Super Mario World on the Super NES have greater depth to the gameplay and I think that, in the end, that's what counts. Still maybe Sega will be able to change my mind with Sonic 2...

## THE PRICE OF MEGAPLAYING

Dear MegaTech,

Is it true that there is going to be an adapter called the Megaplay which lets you insert ten game into the Megadrive at once so you can choose which game you want to play without having to keep on taking out and inserting a different game? If so, will you be doing one of your ace reviews on the Megaplay?

Simon McGuirk, Broseley, Shropshire

**Yes**, and here it is. 'Don't bother.' It might impress your friends for about ten seconds, but it's hardly worth the trouble of finding an importer that ships them over from The States and spending loads of money just to save you from having to take your games out of their boxes and plugging them in.

## KICKING ASS

Dear MegaTech,

I have recently bought a Megadrive with loads of kick-ass games. However, I need a strategic kick-ass game like Laser Squad. Can you help me? Will there ever be a game similar to it, or if not, will Laser Squad ever be released on the Megadrive?

Steve Malley, Edinburgh

**Steve**, my old mate, you're in luck. Try either Warsong (reviewed last issue and rated 85%) or Buck Rogers: Countdown to Doomsday (also reviewed last issue and rated 91%). You should find either of these will satisfy your yearning for Laser Squad-style strategy action.

more...



MEGA MAIL







# MEGA-CD-I WANT ONE NOW!

Dear MegaTech,

With the release of the Super NES Nintendo knew they could win the 16 bit consoles battle with their much more powerful system. But just six months ago-BANG!-Shock! Horror! The Mega CD is introduced to the console crazy public. They start to sell like hot cakes in Japan and importers here start stocking and selling them by the hundreds. Nintendo finally start to panic a bit. But why? Sega aren't bothered with how many systems they sell or how powerful they are or how good the software support is or if they beat the opposition, namely the aforementioned Nintendo. No, all they're bothered about is '...stamping out grey imports...' (MegaTech 3). Is Sega run by complete morons? Think about it Mr Sega Boss. Millions of people own Megadrives and all of them want a Mega CD, and none of them want to wait until October to get one. They, like me, want one now! So what do they do? They get an imported machine. And then they read the bit in MegaTech 3. The only people Sega are annoying by this move are the people who buy Sega. The same people who pay Mr Sega Boss' wages. So what if people buy imports? The money's still going to Sega!

Sega still have time to change this stupid idea before Nintendo put the final nail in the coffin of Sega Ltd, with the help of the FORMER Sega-buying public...

**Richard Davis, Leeds.**

**You're a bit worked up about this Richard, I can tell, but Sega aren't really as mad as you seem to think.**

**Expensive add-ons like the Mega-CD are always a bit of a risk for the company involved. You say, 'Millions of people own Megadrives and all of them want a Mega-CD,' but do they? Millions might quite fancy one, but would they be willing to actually PAY £300 for one when they've seen the quality of games that are currently on import? Even Sega Japan have admitted that the launch of the machine has been marred by a 'disappointing' bunch of releases, and hence Sega Europe have knocked back the UK release date until they have a catalogue of decent games to launch alongside it.**

**I suspect that if you asked someone who has bought an imported Mega-CD whether their £300 was money well spent you'd**

**be surprised by the answer. I mean think about it. Would you be happy to cough up that kind of cash just so you could play Sol-Feace?**

## WHY ARE MOST MEGADRIE GAMES SO EASY?

Dear MegaTech,

I have just started to get your magazine on a regular basis and I thought you could answer a question. Why are most Megadrive games so easy? I have got Strider, Sonic, Ghouls 'n' Ghosts, and The Immortal and so far The Immortal is the only one which has provided a long-lasting challenge.

**John Fortune, Duns, Berwickshire**

**This, John, is a mystery from the files of Arthur C Clarke. The only explanations I can think of is that Sega's games testers in Japan are just a bit feeble compared to Britain's Megadrive players, or that Japanese punters don't expect a game to last too long. If it's giving you trouble, though, my advice is to play every new game you get on the hardest possible level. It's all self-discipline, as my PE teacher used to tell me.**

## CHAMPIONSHIP POINT

Dear MegaTech,

I would like to know when and where the Sega championships are being held this year.

**Gene Dolders, Lydiate, Merseyside**

**To enter the Sega Challenge you need to demonstrate your gamesplaying skills aboard the Sega Bus which will be appearing at various locations around the country over the next few months. Watch the Sega section at the front of the mag for the dates and the venues.**

## FREE GAMES! (YOU WISH)

Dear MegaTech,

I have a friend who owns an Amiga and a friend who owns an ST and they have loads of demo disks from Amiga and ST

mags, so is there any chance of seeing demo carts for the Megadrive.

And also, looking at the back of my MD box I saw a rather nifty gadget called the Mega Modem. Is this ever going to see the light of day in Britain.

**E Fudd, Catmandoo**

**Demo CARTS!?! Even old remaindered cartridges would cost at least a fiver a throw, so to manufacture special demo carts to put on the cover would put the price of the magazine up to about £10, which obviously is not a good idea.**

**As for the Mega Modem, this was an add-on which was launched in Japan and the USA so that players could hook their Megadrives up to the phone system and enjoy two-player excitement with a like-minded, distant Megadrive owner. Unfortunately, Sega never manufactured many compatible games (I think World Series Baseball was about it) so the modem never took off as a concept and was never launched over here.**

## A BIT OF A DO

Dear MegaTech,

Why do some games have more megabytes than others? Mean Machines said that the biggest Megadrive game had 12 megabytes. Why don't all the others, as this would leave room for better graphics, sound, speech, etc. Which is the 12 megabyte game?

**Paul Philpot, Dorking**

**Actually, they're megaBITS (a megabit is equivalent to 128 kilobytes), which are units of memory capacity. Some cartridges have a larger memory capacity because they do have better graphics and sound and more levels and gameplay, but all the extra programming and chips means the game costs more to produce and makes it more expensive for the punter. It's in everybody's interest to keep prices as low as possible, so companies don't put in more chips than the game needs.**

**The only 12 megabit game available at present is Ballistic's Star Control, and the next one will be Shining Force (sequel to Shining in the Darkness) which will be out in unplayable Japanese form very soon.**





# the megatech shoot 'em up spectacular

## Hellfire Page 24



It's been a scorching month for shoot 'em ups on the Megadrive, with no less than five new games hitting the shelves almost simultaneously!

## Gynoug Page 28



The excellent Megadrive conversion of Toaplan's Hellfire coin-op has finally appeared officially, as have those two other import favourites, Gynoug and Zero Wing. Now available on import, is the long-awaited Steel Empire, a shoot 'em up with real style which the Japanese have been going crazy over for months, and finally there's Task Force Harrier EX, a kind of Flying Shark with jet engines.

## Zero Wing Page 32



## Steel Empire Page 36



## Task Force Harrier EX Page 40

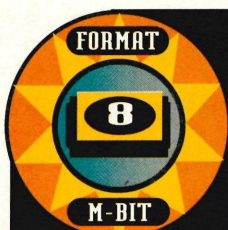


After reading through all five huge reviews, you can test your knowledge of Megadrive shoot 'em ups with the MegaTech Experts' Quiz on page 44. Our resident panel of boffins were dragged out of the pub long enough to put fingers to keyboards and have come up with some fiendishly difficult questions which should 'tax' the minds of even the most inveterate laserfiends. Enjoy!

## The MegaTech Know Your Shoot 'Em Ups Quiz Page 43

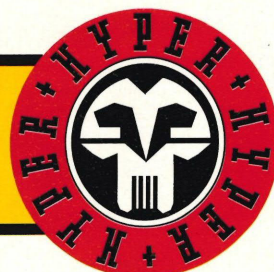
SHOOT 'EM UP SPECTACULAR





# REVIEW

# HELLFIRE



BY SEGA

PRICE: £34.99

PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: 20

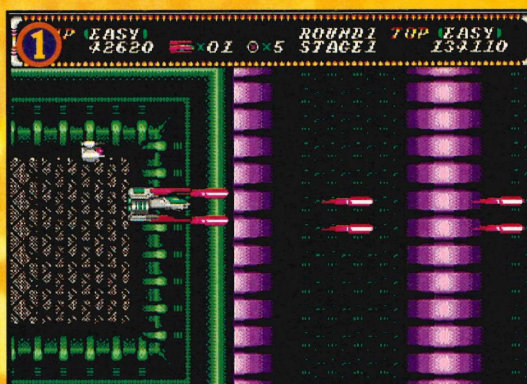
SKILL SETTINGS: 3



In the Federation Defence Control Centre the Galactic Peril Alert Sensor has been going crazy since it spotted a vast, black nebula entering the Milky Way, which is gradually engulfing the Sister Star System where a Weapon Power Unit was stored. This is no ordinary nebula, though, because at the heart of the dark cloud lies Super Mech, a super-intelligent computer brain which plans to use a fleet of robot fighter craft to exterminate the entire human race!

You, the player, find yourself in the role of Lancer, captain of the aircraft carrier Sylphide, who's treading the path of many a hero before by setting out to save the galaxy, and possibly the power unit, single-handed. For this mission he's flying the CNCS1 fighter, armed with the awesome Hellfire beam device – the only weapon capable of defeating Super Mech. Fortunately for Lancer, the CNCS1 also comes with a set of multi-directional laser cannons capable of firing in eight different directions, so there's no excuse for being caught unawares.

## LASER STORM



**Your** ship has a very versatile laser cannon which can be set to fire in one of four configurations by pressing the B button to cycle through them. The price to pay for this feature is that the laser's power decreases in proportion to the number of beams it's firing, which makes the four-way the weakest of the lot.

### 1 FORWARD FIRE

General concentrated fire. Fully charged, this is mighty powerful.



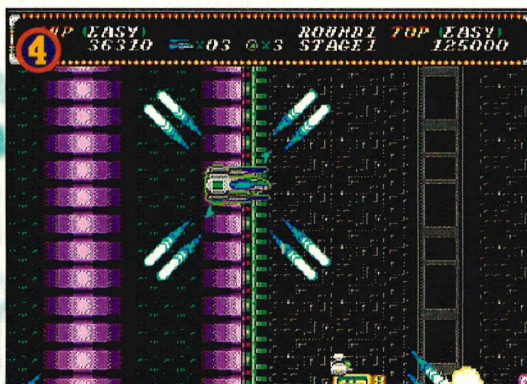
### 2 REAR FIRE

Blasts out from the back of the ship to take care of those sneaky aliens who approach from behind.



### 3 TWO-WAY

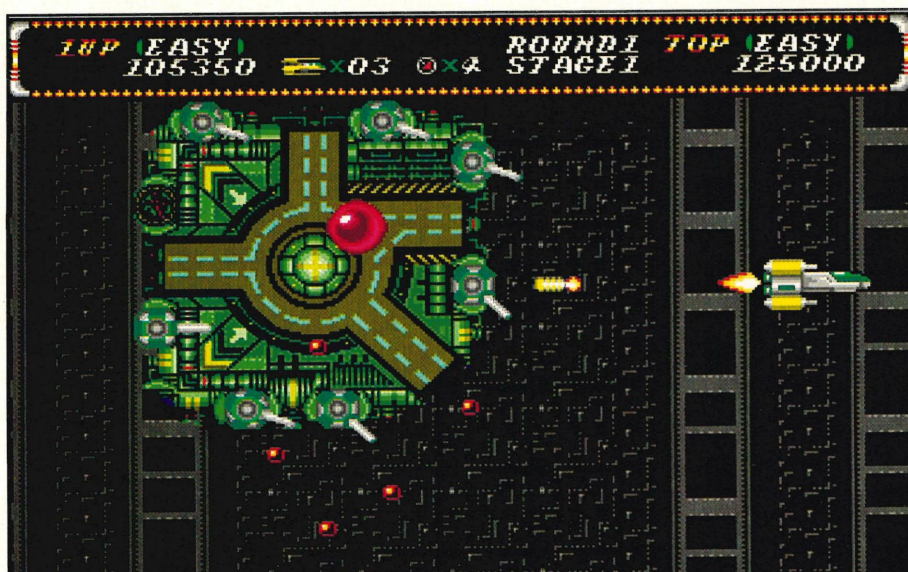
This one throws lasers out from the top and bottom of the ship. Useful for zapping floor and ceiling gun emplacements.



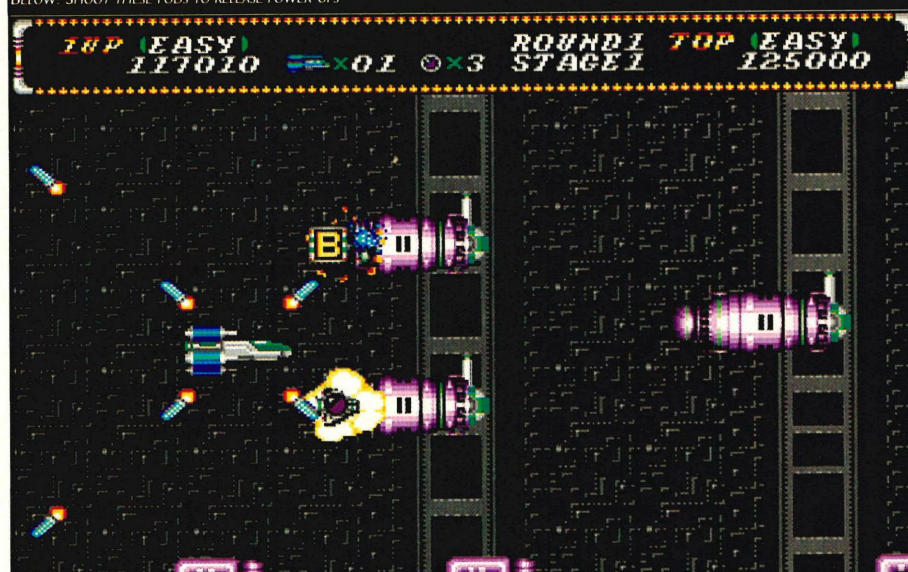
### 4 FOUR-WAY

This is perfect when you're surrounded or have to reach those well-concealed laser turrets.

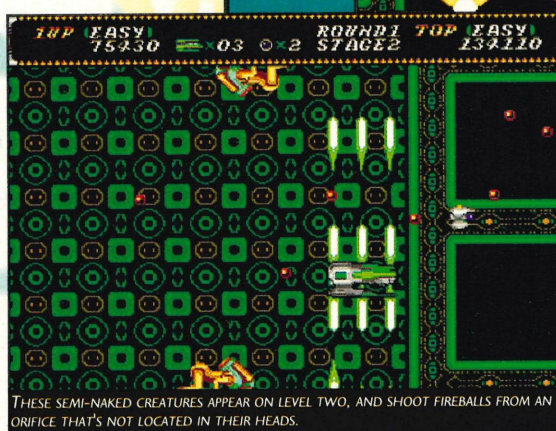




DESTROY THE GUNS THEN SHOOT THE RED BALL, WHICH MOVES AROUND ITS PRIVATE IN AN ATTEMPT NOT BE SHOT.  
BELOW: SHOOT THESE PODS TO RELEASE POWER-UPS



THIS ANOTHER CASE OF THE BIG SHIP LETTING THE LITTLE ONE DO THE WORK. IT DOES A RUNNER ONCE IT'S DROPPED YOU OFF.



THESE SEMI-NAKED CREATURES APPEAR ON LEVEL TWO, AND SHOOT FIREBALLS FROM AN ORIFICE THAT'S NOT LOCATED IN THEIR HEADS.

# HELLFIRE STORM



As well as having a spinningly good laser weapon system, your ship is armed with the mega-powerful Hellfire cannon, seen in action here. This awesome charged-particle gun smashes through any aliens caught in its path but it consumes an awful lot of power so it only has a finite number of uses. Collecting a Hellfire icon charges it up for a few more shots.



## MARK'S COMMENT

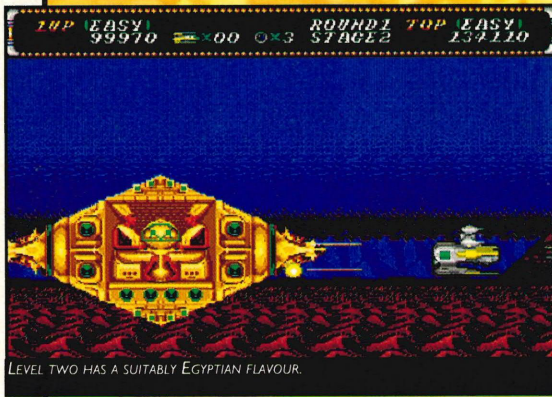


This isn't the most attractive shoot 'em up I've seen. Most of the early backdrops are dull, as are many of the smaller sprites, which lack detail and imagination. The sound is also patchy, with as many bad effects as good ones. What Hellfire does offer, though, is an astounding level of playability. The ship is a real megadeath machine, especially when powered-up, and there's a furious amount of action, especially on the later levels. The multiple weapon aspect is great as it lets you define several different approaches to a level, and it's surprisingly easy to use too. I also found this game very challenging, which makes a change from some of the half-hearted efforts I've played of late. Graphics aside, this is one of the top shoot 'em ups on the Megadrive, and an almost essential buy.





SHOOT OFF THIS GUY'S GUNS THEN ATTACK THE RED GLOBE.



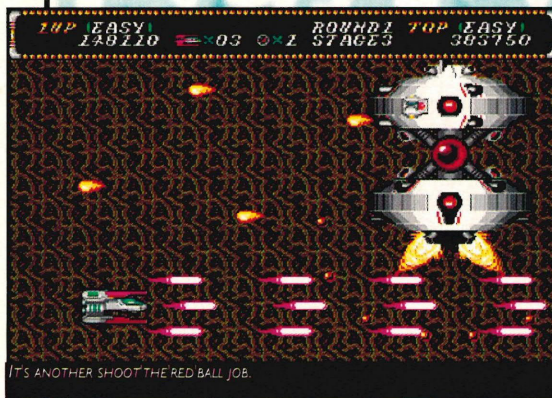
LEVEL TWO HAS A SUITABLY EGYPTIAN FLAVOUR.



SHOOT THE RED GLOBE WHEN THE SARCOPHAGUS OPENS.



THESE ARE TOUGHER THAN YOUR NORMAL CHRISTMAS DECORATIONS.



IT'S ANOTHER SHOOT THE RED BALL JOB.

# POWER BOOSTERS

**Weapon** power-ups come in the form of capsules which drift out of wrecked structures. Every captured P capsule advances your weapons power through this sequence:



1

## 1 SINGLE SHOTS

Rubbish



2

## 2 MISSILES

Could be worse



3

## 3 TWIN LASER

Quite smart



4

## 4 SUPER TWIN LASER

Très smart



5

## 5 TRIPLE LASER

Cor lovely!



6

## 6 SUPER TRIPLE LASER

Can't beat the feeling!



7

**7 Collect** a drone icon and your ship will be outfitted with a small hunter-killer robot that charges at enemies, obliterating them. Shields are another collectible item, although they only protect your ship from a single attack. Speed-ups are the most useful icons going, but beware, they are only to be taken in moderation. Pick up too many and your ship will become almost uncontrollable, and you'll end up crashing into the landscape and looking really stupid.

YOU DON'T HAVE TO WORRY ABOUT THE DRONE AS IT'S SELF-GUIDING.



## BEHIND THE SCENES

**Hellfire** started life as a Toaplan coin-op back in 1989. At that time the arcades were awash with shoot 'em ups, and due to its lack of graphical excellence it never really caught the eye of the public. Still, other Toaplan titles of that era, such as Truxxton and Raiden Trad went on to become monster hits. Whilst all three of these titles are now available on the Megadrive, along with Flying Shark (which they programmed for Taito) and Tiger Shark, one of their best games, OutZone, has never been converted. Let's hope it'll be a different story with their excellent Pipi and Bibis.



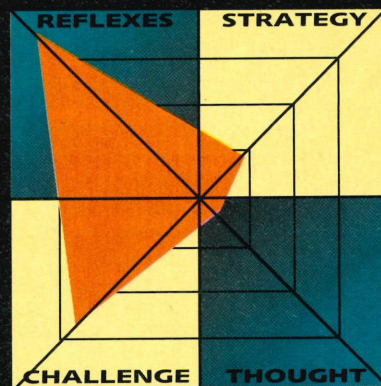
## PAUL'S COMMENT



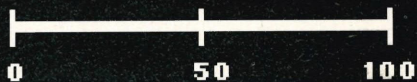
It's been a year since I last played Hellfire (someone stole the office copy!) and I was really looking forward to playing it again for this re-review. Back then I thought it was the best arcade-style shoot 'em up on the Megadrive, and I was pleased to find that even a year later it surpasses everything else on the machine with its combination of excellent graphics and coin-op-quality gameplay. The unusual weapons control might look like a tacked-on gimmick, but the game really makes good use of the facility, and it's one of the things that helps elevate Hellfire above the other Megadrive games in this format, (which, it has to be said, rarely provides any surprises these days). The other thing I really like about Hellfire is that the bosses are cleverly designed, requiring special tactics rather than simply strength of trigger finger. If you didn't pick Hellfire up the first time around, make sure you waste no time in grabbing it off the shelf as soon as possible!



# HELLFIRE



## % RATINGS



## PRESENTATION

60%

**NO TITLE SCREEN TO SPEAK OF,  
AND ONLY A MODICUM OF  
OPTIONS.**

## GRAPHICS

# 85%

**BIG, SMART SPRITES, THOUGH SOME OF THE BACKGROUNDS ARE A BIT BLAND.**

## SOUND

81%

**MUSIC AND EFFECTS WHICH  
AREN'T INCREDIBLE, BUT ARE  
WELL UP TO SCRATCH.**

## SHORT TERM PLAY

**93%**

**SUPERB GAMEPLAY WHICH IS ADDICTIVE FROM THE START.**

## LONG TERM PLAY

89%

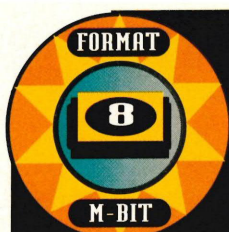
**IT'S VERY CHALLENGING, AND SHOULD OCCUPY EVEN EXPERT GAMERS FOR AGES.**

## MEGATECH RATING

**93%**

**THE BEST ARCADE-STYLE  
MEGADRIVE SHOOT 'EM UP YET.**





# REVIEW

# GYNOUG



BY SEGA

PRICE: £39.99

PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: 4

SKILL SETTINGS: 3



**A**n angel's life isn't all sitting on clouds and plinking a harp. Oh no. Angels also get lumbered with the hard work of defending human realms against demonic onslaught. For instance, take this latest crisis. That Machiavellian sculptor from Hades, Gynoug, has taken control of the underworld realm of Iccus and is about to unleash his latest creations on the world above. Sadly (for the residents of the world above), Gynoug's works are living, breathing, mutant demons with a penchant for mass destruction!

Being next up on the Heroic Saviour roster, it thus falls to you, the Archangel Wor, to take on Gynoug and his massed legions of demon aides. Fortunately, one of Wor's angelic attributes is an ability fire balls of lightning from his fingertips, something that comes in quite handy when he's faced by squadrons of Gynoug's fire-breathing gargoyles—which he often is in this game.

Like Hellfire and Zero Wing, Gynoug has just been officially released after many months of success on import.

## PRISM SENTENCE

**Wor** might be a little outnumbered in his mission, but he can improve his chances of survival by collecting the power-ups which are contained in the prisms that float onto the screen.

Wor starts out with rather weedy electrified hands which shoot out only a single energy bolt each. These are easily upgraded to more powerful hands as soon as a power-up icon is grabbed. There are three types of fire available to the budding angel – **SPREAD**, **TWO-WAY** and **SPLIT**.



**SPREAD** lets Wor fire several energy beams angles from his body which fan out over a distance.



**TWO-WAY** fires beams fore and aft of Wor, although the fire coverage in each direction tends to be a little down on other weapon patterns.



**SPLIT** is probably the best configuration. Each beam arcs back a short distance behind Wor, changing angle as it does so. All of them then shoot forward, provid-

ing blanket fire to Wor's front and some slight coverage to the rear.

The beams also vary in power according to how many blue spheres have been collected, up to a maximum of power level five. Every time Wor loses a life, he also loses a level of power, meaning he doesn't just revert to the weed he set out as when he collides with a nasty.





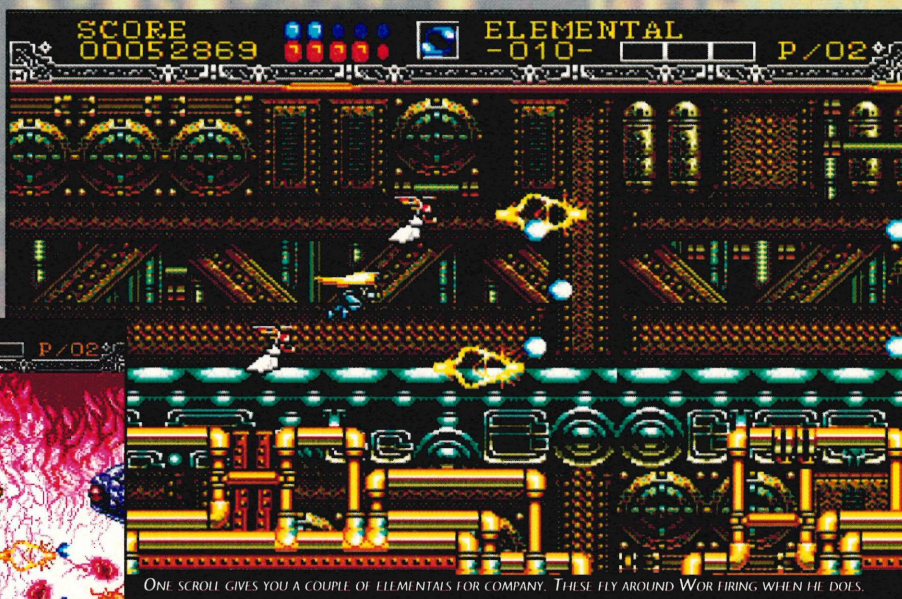
# A SCROLL ROUND THE GRAVEYARD

**Should** Wor chance across a scroll during his travels, he would be well advised to pick it up. Each scroll provides Wor with a particularly powerful form of magical weapon, the specific conjuration depending on the letter displayed upon the parchment. Wor can learn up to three spells at a time, and can cycle through these to find the spell that's right for the job.

There are eight scrolls in all, ranging from the powerful (but narrow-beamed) thunderbolts, through shields, lightning storms, fire rings and homing flames right up to exploding bubbles, which float around the screen blasting everything they touch to smithereens! Needless to say, each weapon comes into its own in a specific situation. For instance, the thunderbolts are very good against guardians, while the more spread out bubble coverage is handy when facing overwhelming numbers.



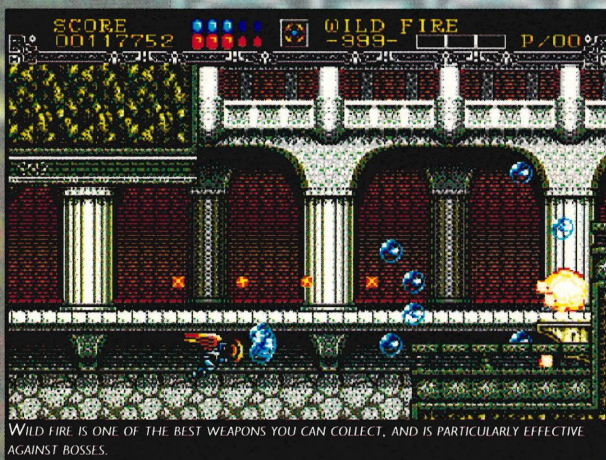
IT'S USUALLY WORTH TAKING A RISK TO COLLECT A SCROLL AS IT WILL INvariably COME IN HANDY LATER ON.



ONE SCROLL GIVES YOU A COUPLE OF ELEMENTALS FOR COMPANY. THESE FLY AROUND WOR FIRING WHEN HE DOES.



THE ELEMENTALS ARE PRETTY INSUBSTANTIAL, SO OBJECTS GO RIGHT THROUGH THEM. IF WOR LOSES A LIFE HIS WINGED COMPANIONS VANISH.



WILD FIRE IS ONE OF THE BEST WEAPONS YOU CAN COLLECT, AND IS PARTICULARLY EFFECTIVE AGAINST BOSSES.

## MARK'S COMMENT



You can tell that Gynoug was programmed by the same team as Steel Empire – both are great shoot 'em ups with a remarkable graphic style that sets them apart from games which use the same old space scenarios. Most of the sprites are really minuscule, and look a bit rough, but those bosses are just incredible (probably the smartest-looking bosses of any Megadrive shooter)! The combination of these bio-mechanical beasts, the moody backgrounds and the superbly sombre music help create a terrific underworld atmosphere which complements the gameplay perfectly. When it comes to action, Megadrive shooters don't come much busier than Gynoug, and even if you're a really top-quality world champion gamesplayer, the two higher difficulty settings mean there'll be a level suited to your abilities somewhere (unless you're completely crap). In my opinion, Hellfire's real arcade-quality look and feel gives it a slight edge over Gynoug, but if Hellfire is the best, Gynoug runs a close second.





# SPEED ME UP WITH A FEATHER

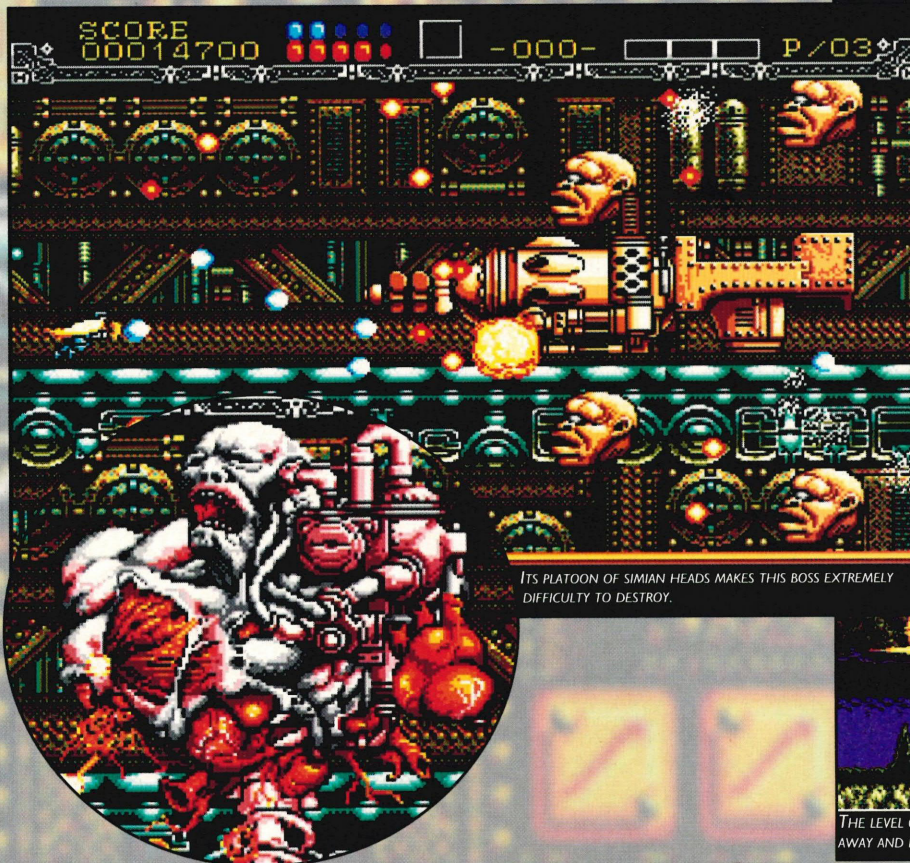


FEATHERS ARE AS IMPORTANT AS WEAPONS, ESPECIALLY ON THE LATER LEVELS WHERE EVERYTHING IS FASTER AND YOU COME UNDER HEAVY FIRE STRAIGHT AWAY.

**Although** Wor starts life (or indeed, death) as a bit of a slow-coach, he needn't stay that way for long. Every time Wor picks up a magic feather (found in the same prisms which contain the weapon power-ups), his speed increases. Wor can hold up to five feathers at a time, which is enough to make him faster than Billy Whizz out of the Beano! In fact, collecting too many feathers makes Wor's movements erratic and difficult to control, so it's best to know your limit and stick to three or four feathers.

# SICKO PR

**It** has to be said that when it comes to the all-out gross quotient of games, Gynoug reigns supreme. Although most of the in-level sprites are fairly tame, the big bosses are enough to churn the stomach of even the most hardened blasting fanatic. The giant zombie-termite mutant encountered on the first level is bad enough, but check out this monster at the end of level four! This takes the shape of a corpse severed at the waist, with some skin having rotted away to reveal a variety of internal organs! And if this isn't enough, wait until you see the horrific Gynoug himself...



ITS PLATOON OF SIMIAN HEADS MAKES THIS BOSS EXTREMELY DIFFICULTY TO DESTROY.



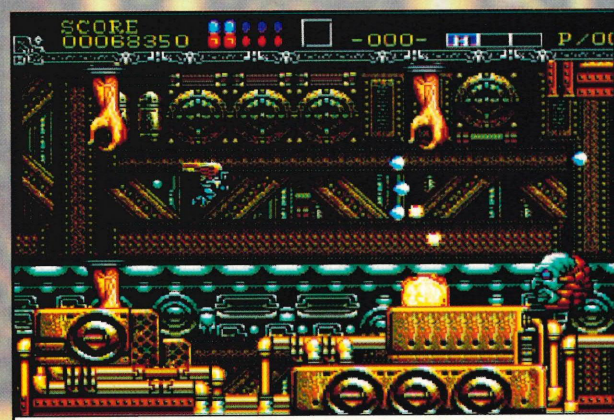
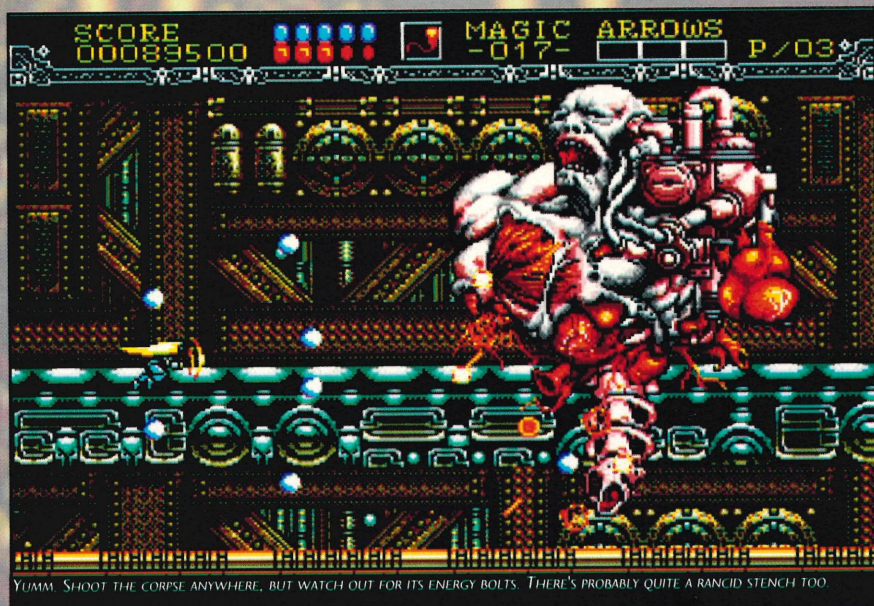
THE HUMAN-CUM-TRAIN BOSS CAN WITHSTAND LOADS OF DAMAGE BEFORE IT LETS YOU PASS.



THE LEVEL ONE BOSS ISN'T VERY TOUGH - ESPECIALLY IF YOU HAVE A SHIELD. KEEP POUNDING AWAY AND HE'LL SOON DIE.



# PROGRAMMER HERE!



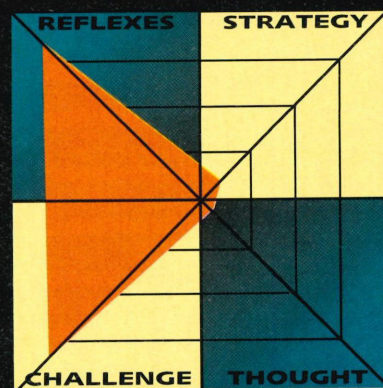
**● THANKS!**  
By the time you read this, Gynoug should be available as a genuine, official Sega release, but our review copy was kindly supplied by Kaizer at Cambridge Consoles (0223 211733).

## PAUL'S COMMENT

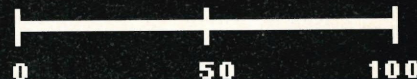


Gynoug came out on import at a time when two out of every three Megadrive releases were shoot 'em ups, and yet it still managed to grab everyone's attention, but then that's not really surprising, given it's graphic content. Some of the animated backdrops are really stunning, but it's the end-of-level guardians which grab the player most – the human train and decomposing corpse look like something created by Clive Barker. The sound is fittingly sombre to match the Gothic mood, and the effects are booming and powerful enough to match the tone of the game. To begin with, things are a little slow, both in the movement of your character and the pace of the action but by the end of the first stage when you're in possession of a few feathers and a bit more magic, and the monsters come at you thick and fast! The first couple of levels are pretty easy, but after that the difficulty setting leaps right up and it won't be long before you're losing lives left right and centre. At least the weapons system never results in those Oh-No-I've-Lost-All-My-Weapons-And-Now-I'll-Never-Get-Off-This-Level blues, so Gynoug manages to be difficult without being frustrating. The Megadrive games library is certainly somewhat awash with shoot 'em ups, but this is one of the best of the lot and is an essential purchase for all MD owners.

## GYNOUG



## % RATINGS



## PRESENTATION

**89%**

A FEW OPTIONS, ANIMATED TITLE SCREEN AND SUPERLATIVE IN-GAME PRESENTATION.

## GRAPHICS

**96%**

GORGEOUS SICKO SPRITES AND TOP-QUALITY BACKGROUNDS DECKED OUT IN MORBID COLOURS

## SOUND

**86%**

FUNERAL PARLOUR TUNES AND TOP-NOTCH BLASTING EFFECTS ENHANCE THE ATMOSPHERE.

## SHORT TERM PLAY

**89%**

EITHER TOO EASY OR TOO HARD TO START WITH, DEPENDING ON WHICH LEVEL YOU START ON.

## LONG TERM PLAY

**94%**

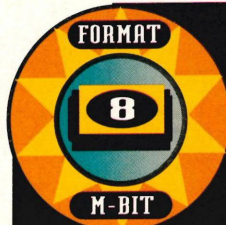
LENGTH AND CHALLENGE GUARANTEE THIS GAME WILL KEEP YOU HOOKED FOR SOME TIME.

## MEGATECH RATING

**92%**

AFTER HELLFIRE, THIS IS THE BEST ARCADE-STYLE SHOOT 'EM UPS ON THE MEGADRIVE.





REVIEW

# ZERO WING

BY SEGA

PRICE: £34.99

PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: INFINITE

SKILL SETTINGS: 3



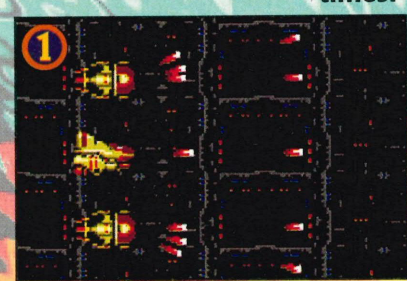
The 22nd century is a time of galactic peace. After years of savage space terrorism, even the CATS space pirates have decided to call a truce and have signed a peace treaty with the Federal Star Government, swearing to help defend the Milky Way from invaders from outside the galaxy.

But events have proved that CATS were not to be trusted. While a Federal deep-space cruiser was deploying mines on the galactic perimeter, a spy rigged one to explode, obliterating the cruiser as the first step in the renewed CATS offensive against peace and order. Only one pilot managed to escape the cataclysm in a tiny Zig fighter and with his friends reduced to their component molecules he has vowed to take on the combined forces of CATS and do the same to them. His objective (and yours, if you're playing the game) is CATS secret HQ, hidden on a distant planet and defended by all sorts of large robots with sharp claws and particle howitzers and stuff.

## SUPER ZIG POWER!

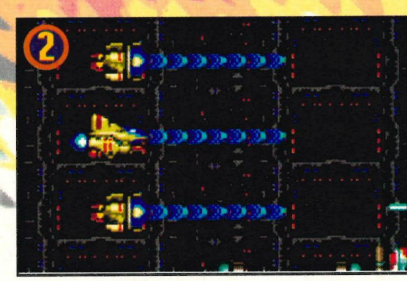


**Blast** this space-going carrier ship whenever you see it because once it's gone it leaves behind one of these five handy floating icons for you to collect. The icons appear in the following sequence so work out which one is coming next and keep collecting the same one to boost your firepower by up to three times.



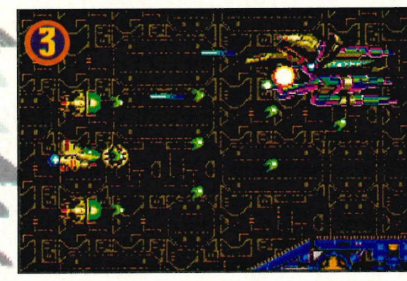
### 1 VULCAN

Empowers the Zig with irrefutable logic... Hoho, no. It actually loads your guns with 400mm armour-piercing, high-explosive shells and, as an added bonus, provides two indestructible outrigger gun-drones which self-deploy above and below the Zig.



### 2 LASER

Shoot scintillating blue beams of high-energy death right through your enemies with this delicious armament attachment. Powers-up to produce mighty rods of laser light, but doesn't come with the gun-drones, so be sure to get the Vulcan first.



### 3 HOMING

Looks similar to the Vulcan, but fires homing rockets which lock onto the energy emissions of enemy spacecraft. Comes in mighty handy in those tricky spots where you need to concentrate on manoeuvring and not lining up targets.



### 4 SPEED-UP

A clip-on booster rocket which increases the power of the Zig's thrusters and hence increases the ship's manoeuvring speed. Be careful not to overpower your engines or guiding the Zig through those tight gaps will be almost impossible.



### 5 SMART BOMB

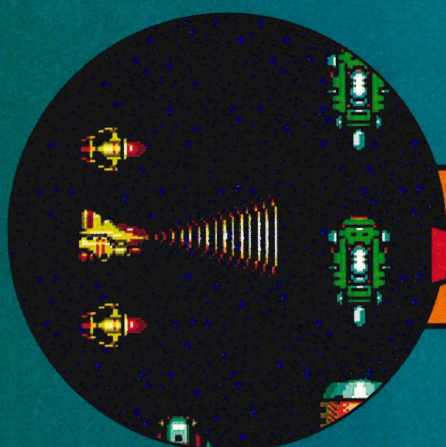
Attaches itself to the nose of the Zig, ready to be launched and detonated whenever the tractor beam is activated. Explodes into a cloud of plasma which vaporises all enemy ships unlucky enough to blunder into it.

ZERO WING REVIEW

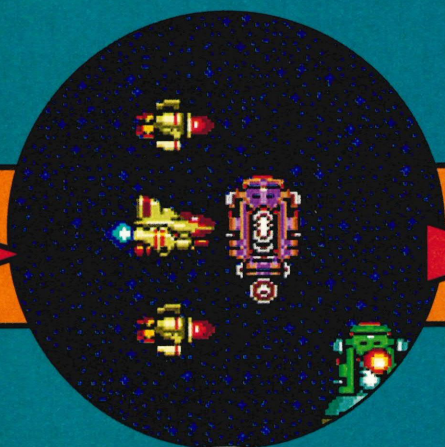


# THE TRACTOR FACTOR

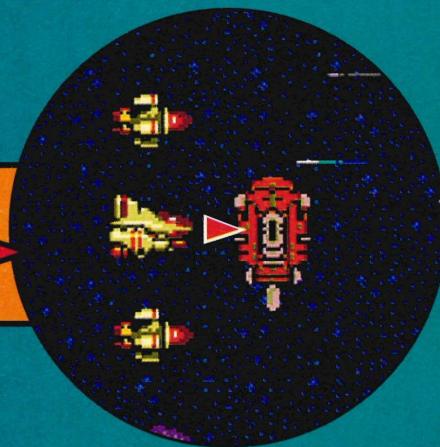
The Zig, being rather a cheap little space runabout, isn't equipped with defensive shields, so one hit and it's history, but canny pilots can protect themselves using the short-range tractor beam fitted in the nose of the ship. When the beam is activated it drags in any small ship which happens to stray into it, then locks it to the front of the Zig where it acts as a shield. Unfortunately it can only stop one shot before exploding, but, hey, what do you want for nothing?



PICK A SUITABLE SIZED VICTIM. LARGE SHIPS ARE UNAFFECTED BY YOUR BEAM, AND IF YOU'RE CLOSE ENOUGH TO TRY AND CATCH THEM THEY'RE CLOSE ENOUGH TO SHOOT YOU.



BECAUSE YOUR SHIELD SHIP IS OFTEN AN AWKWARD SIZE THEY TEND TO BUMP INTO WALLS AND OTHER OBSTACLES WHICH CAUSE THEM TO EXPLODE.

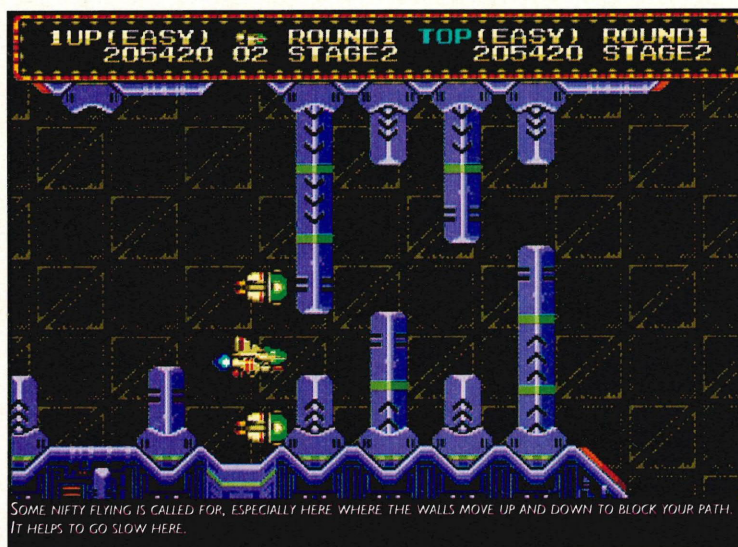


ONCE YOU'VE FINISHED WITH A SHIP IT CAN BE FIRED AT ANY APPROACHING ENEMIES. IT'S MORE USEFUL AS A SHIELD THOUGH.

All right, as it happens there is a bonus. Once you've got something hooked to the Zig's bumper, activating the beam fires it forward, causing big explosions and bad news for any alien thing it should hit.



A TYPICALLY ARMED BOSS, SUCH AS THIS ONE, COMES ARMED WITH ONE MAIN WEAPON AS WELL AS BEING ABLE TO FIRE LOTS OF LITTLE BULLETS.



SOME NIFTY FLYING IS CALLED FOR, ESPECIALLY HERE WHERE THE WALLS MOVE UP AND DOWN TO BLOCK YOUR PATH. IT HELPS TO GO SLOW HERE.

## MARK'S COMMENT



Despite being reasonably playable, Zero Wing has no particularly outstanding features. The graphics are good throughout, although there wasn't anything that caught my eye bar a couple of the bosses. The gameplay is smooth and was just challenging enough to keep me coming back until I'd beaten the last boss, but what the game needs is more variation in the action rather than simply a change of scenery and bosses. While this is in no way a bad game, I'd recommend you check out Gaijins and Hellfire before you hand over your cash for Zero Wing.





# THE BIG SHIP



Shades of R-Type here. This is level four of Zero Wing, set on the jungle world of Aquese where spacecraft. Once you reach the back end of the ship, the tail section detaches and becomes machine, as it always crumbles under non-stop blasting.

## WHAT YOU SAY!



MECHANIC: SOMEBODY SET UP US  
THE BOMB.



OPERATOR: WE GET SIGNAL.  
CAPTAIN: WHAT?



CAPTAIN: YOU KNOW WHAT YOU DOING.



OPERATOR: MAIN SCREEN TURN ON.



CAPTAIN: WHAT YOU SAY //



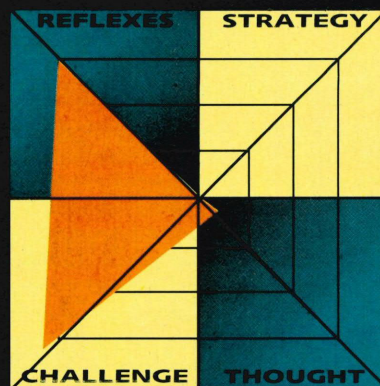
CATS: ALL YOUR BASE ARE BELONG  
TO US.

When we first saw Zero Wing it was on import only, and the text in the smart animated intro was all in Japanese. Not surprisingly this made it tricky for us ignorant Brits to work out what the game was all about. We'd have thought that there would be no such problem with this official British version, but, well... see for yourself.

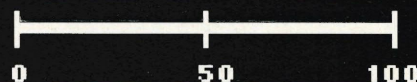




# ZERO WING



## % RATINGS



### PRESENTATION

80%

SMART-LOOKING INTRO WITH COMIC PIDGIN ENGLISH TEXT. A MODICUM OF OPTIONS.

### GRAPHICS

89%

THE MOST POLISHED SPRITES OF ANY MEGADRIVE SHOOTER, BUT NOT A GREAT DEAL OF VARIETY.

### SOUND

86%

SMART TUNES ALL THE WAY THROUGH, THOUGH EFFECTS ARE A BIT ORDINARY.

### SHORT TERM PLAY

86%

EXCITING TO BEGIN WITH, BUT GRADUALLY GROWS A BIT DULL.

### LONG TERM PLAY

79%

REAL EXPERTS SHOULD FINISH IT FAIRLY QUICKLY, AND WON'T RETURN AFTER THAT.

### MEGATECH RATING

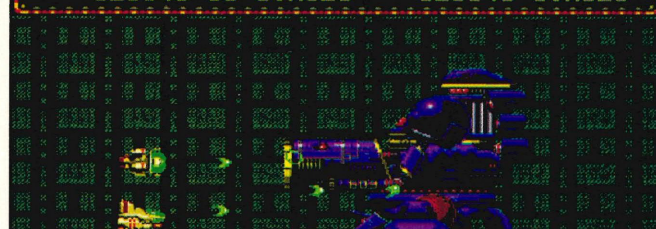
82%

LOOKS GREAT, BUT THE GAMEPLAY IS A LITTLE DISAPPOINTING.



the Zig has to be piloted over the surface of this gigantic red a boss! Don't bother targeting a particular part of the

1UP(EASY) 329140 03 ROUND1 TOP(EASY) ROUND1 329140 STAGE3



1UP(EASY) 298900 03 ROUND1 TOP(EASY) ROUND1 298900 STAGE3



BEFORE YOU GET ANY FUNNY IDEAS, THE BACKDROP IS MEANT TO BE AN ASTEROID FIELD. THERE ARE NO SURPRISES FROM THE BOSS THOUGH.

## PAUL'S COMMENT



When this first came along last year it truly knocked my socks off with its smart graphics and big-gun gameplay. Now, though... We-e-ell the graphics are still very impressive, but I found my interest gradually waning as I went through the levels. The gameplay, though it's quite challenging compared to a lot of other Megadrive shooters, lacks variety. The enemy ships fly towards you and off the screen and the bosses just sit there firing bullets. There are hardly any special tactics to discover apart from simply dodging shots and keeping your finger on the fire button. If you're after something which is all reflexes and no brainwork at all, this is the one, but I suspect that once you've finished it you'll never play it again.





REVIEW

## STEEL EMPIRE

BY HOT-B

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: SHOOTING

CONTINUES: 1-3

SKILL SETTINGS: 3



Instead of following the tried-and-tested route through armies of intergalactic space, Hot-B have taken turn-of-the-century science fiction as the inspiration for their latest shoot 'em up.

In Steel Empire, we find the massed armed forces of the Motorhead dictatorship preparing to attack their peaceable neighbours in Silverhead. To stop Motorhead's inexorable charge of giant tanks, armoured trains and strange airship/helicopter combinations, the Silverhead military have scrambled their entire air force, which consists of an aeroplane and a heavily armed blimp, both of which will be piloted by you.

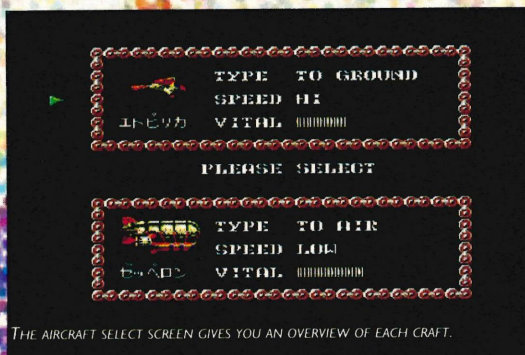
The mission takes you through six ground and air attacks, culminating in a face-off with Motorhead's moon-based secret weapon. On the way you have to overcome a variety of aircraft, flying rocks, gigantic ships, space-going galleons and tanks, all on your lonesome, with only the occasional power-up for company.

## AIRCRAFT CARRY-ON



SHOOTING THE BLIMP-COPTER RELEASED SIX BONUSES, THE MAJORITY OF WHICH ARE USUALLY EXTRA POINTS.

**Before** each mission you get to choose one of two types of aircraft to take through the next part of your against-all-odds crusade. Each has its own advantages and drawbacks but both are armed with a multi-barreled cannon, a bay full of blockbuster bombs for dealing with ground targets and a limited supply of lightning bombs, which incinerate everything on the screen.



THE AIRCRAFT SELECT SCREEN GIVES YOU AN OVERVIEW OF EACH CRAFT.

The faster craft of the two is a monoplane which looks like something off Leonardo Da Vinci's sketchpad. Its speed makes it better for air combat, but its bomb spray doesn't quite have the power of its counterpart's.

Surprisingly, the airship is more resistant to damage than the plane, thanks to its heavier armour. This makes it slower than the monoplane, but what it loses in speed it makes up for with its mighty bombs. The airship's bomb launching mechanism lobbs the warheads up, which comes in handy in certain situations.

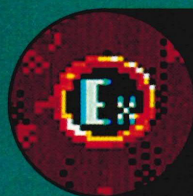


THIS LEVEL SCROLLS LEFT TO RIGHT REALLY FAST. THE OBJECT IS TO GET TO THE END WITHOUT CRASHING INTO ANY WALLS.



# BIGGER GUNS

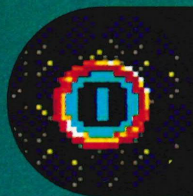
**Both** the monoplane and the airship can fire forwards as well as backwards, but even with the advantage of bidirectional fire things aren't easy. Help comes in the shape of bonus blimp-copters and extra weapon pods which come floating down the screen on parachutes. Shoot these and they release one of these delectable power-ups.



**EXP** – Collect three of these to boost the firepower output of your cannon.



**VITALITY** – Has the energy-restoring power of Lucozade but isn't as tasty.



**OPTION** – Installs two mini-blimp/plane wingmen who fly above and below you.



**SPEED** – Increases your manoeuvring speed. Don't collect too many!



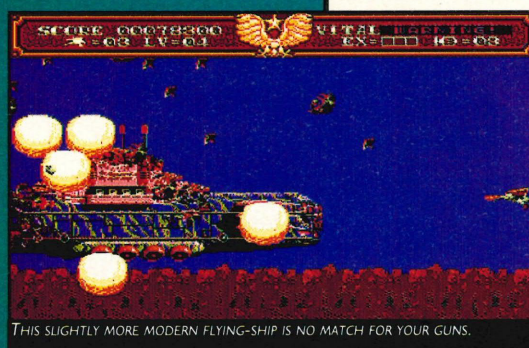
**1-UP** – An extra life (not surprisingly) which never comes in wrong.



**BONUS** – 1,000 easy points. Perfect for high-score hungry players.



**BOMB** – Collect these to blast your enemies with high-voltage lightning.







## CATCHING A TRAIN

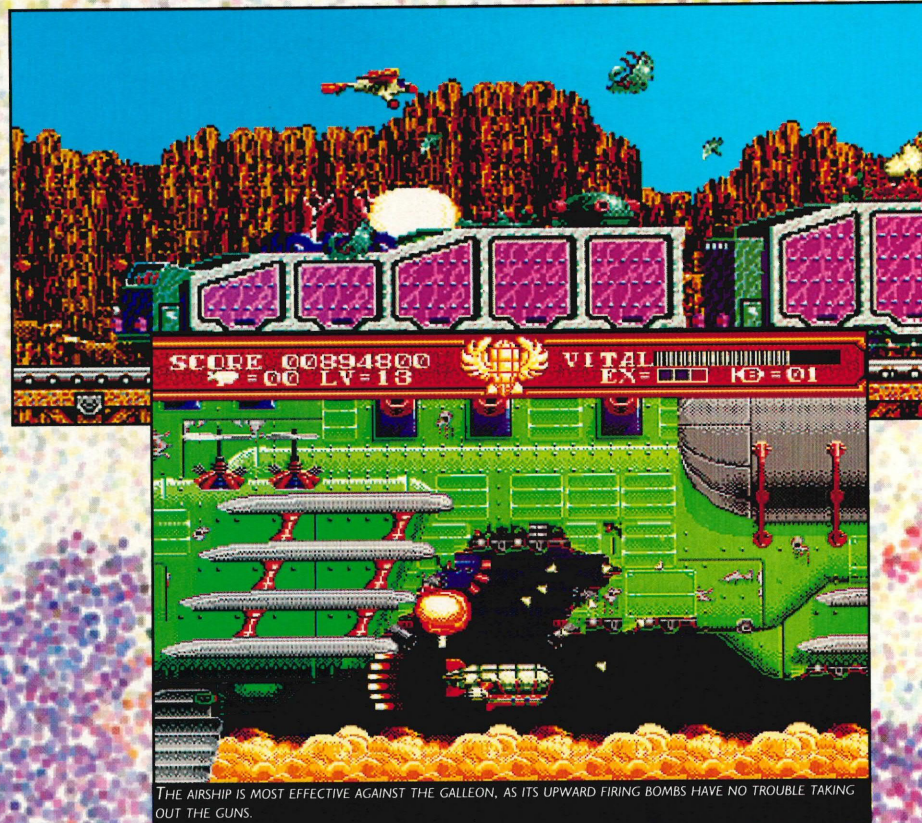
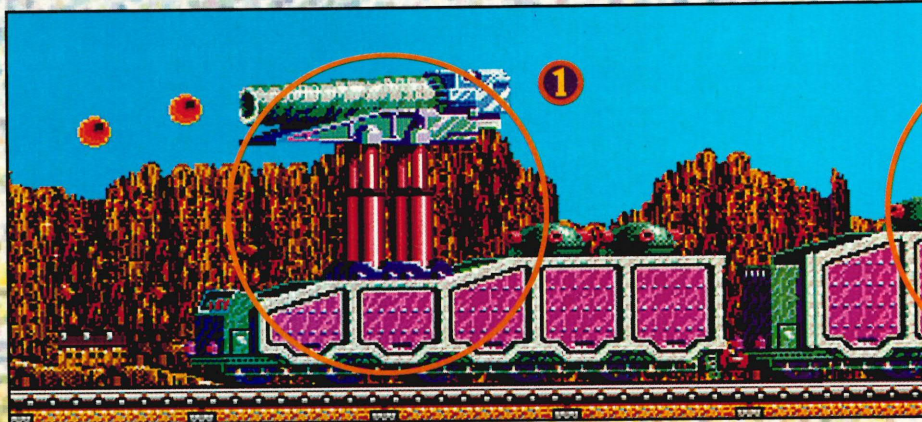
**The** Motorhead and Silverhead assault craft all look like they're straight out of a Jules Verne science-fiction novel – all iron-clad and steam-powered. In fact, the first enemy boss you're required to pummel is this giant steam locomotive. Unlike normal engines that chuff along in a very inoffensive manner, this is the express train to hell, which bears serrated blades on the buffers and has large guns lining the roof of the engine. Here's how to blow it into steaming scrap.

**1** The main cannon's supports have to be shot away first. Fly up to the top of the screen to make the gun rise, then quickly fly down and backwards and zap the supports.

**2** Next, destroy the four gun pods on the middle carriage. Only bombs are effective, so wait for the guns to fire, get in low, and concentrate your fire on one target. It's not worth moving when they fire because their bullets aren't too dangerous.

**3** The final carriage is the engine, which takes loads of hits to destroy. Don't waste your time shooting it, use your bombs instead. Keep your distance so you can avoid its bullets.

Dwarfing the train, are the massive space battleships. These bosses are several times larger than the screen, and can only be destroyed by flying underneath them, blowing a hole in the hull, then blasting the guns which emerge (this is where the airship's bomb-lobbing abilities come in handy).



THE AIRSHIP IS MOST EFFECTIVE AGAINST THE GALLEON, AS ITS UPWARD FIRING BOMBS HAVE NO TROUBLE TAKING OUT THE GUNS.

## MARK'S COMMENT



This is without a doubt one of the more imaginative shoot 'em ups on the Megadrive, combining neat ideas with excellent execution. The graphics are really stunning, with detailed sprites, excellent parallax scrolling backgrounds and some fantastically huge bosses. The way the levels vary (the diagonally scrolling sixth stage and the right-to-left-scrolling fourth, for instance) help to make Steel Empire extremely playable. The twin-directional firing also expands gameplay potential, and has been used to good effect. Although there isn't as much action as you'd find in a game like Hellfire, there's a hell of a lot more style. The only downer is that the easy mode is far too simple, but no one's forcing you to play it on that level, so don't say I didn't warn you. This is a game that I'd come back to, and one that I have no reservations about recommending.

## STEEL EMPIRE OR BATTLE WINGS?

If you can't find Steel Empire listed in the catalogue of your favourite importer, look out for the game under its American title, Battle Wings. Essentially they're the same game, but of course, Battle Wings has the advantage of having the plot displayed in English!

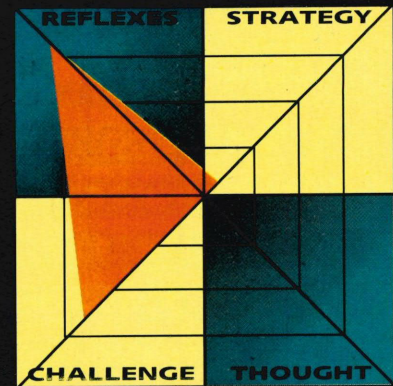
## ● THANKS!

Thanks to Console Concepts (0782 712759) for lending us the cartridge used for this review.

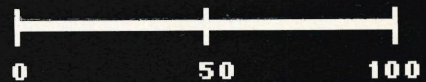




## STEEL EMPIRE



## % RATINGS



## PRESENTATION

89%

GOOD SET OF OPTIONS AND STYLISH, SEPIA-TONED FILM INTROS AND CUT-SCENES.

## GRAPHICS

93%

SOME OF THE BEST SHOOT 'EM UP GRAPHICS YET SEEN ON A MEGADRIVE.

## SOUND

83%

VARIES IN QUALITY, BUT THE EFFECTS ARE OKAY AND SOME OF THE TUNES ARE ACE.

## SHORT TERM PLAY

89%

GRIPPING, VARIED AND ABSORBING.

## LONG TERM PLAY

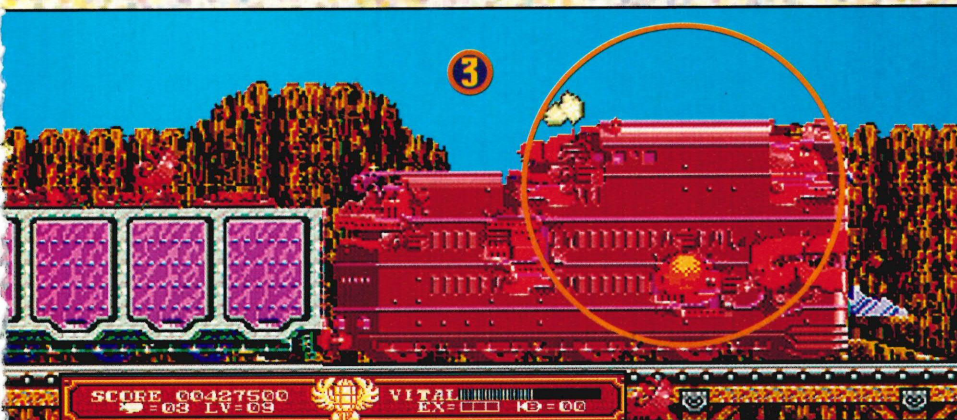
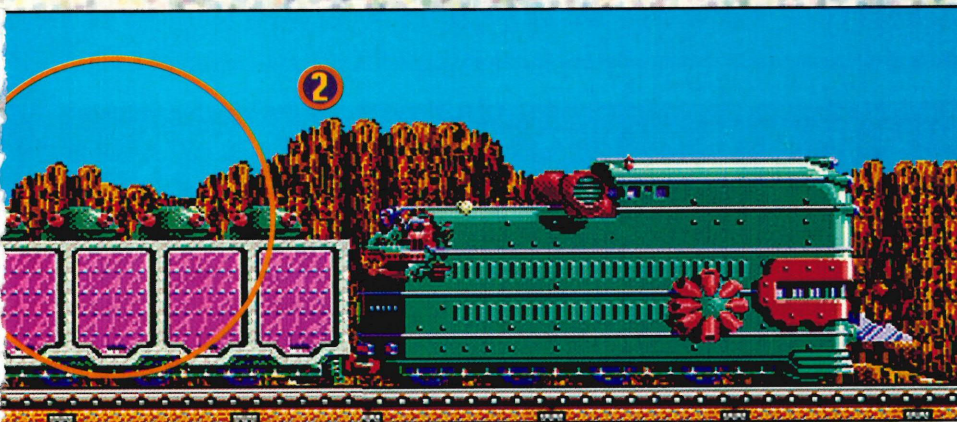
70%

VERY EASY TO COMPLETE, UNFORTUNATELY.

## MEGATECH RATING

85%

AN UNUSUAL AND STYLISH SHOOT 'EM UP. IF ONLY IT WASN'T SO EASY TO FINISH.

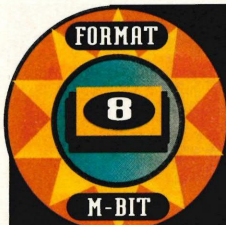


## PAUL'S COMMENT



I really can't work out why Japanese Megadrive games are so short-lived when it comes to gameplay. Like so many of its ilk Steel Empire is over all too quickly, which is a shame because while it's got your attention it's a real treat. Graphically, it beats most Megadrive games hands down because of the level of detail on the sprites, the gorgeous colours and the fact that it's all so out of the ordinary. There's a bit more to the gameplay than you'd expect too. The two-way firing, the ground and air targets and all the strange ships make for a bit more variety than you'd find in the likes of Zero Wing and, unlike Zero Wing, the bosses aren't just big sprites which sit there churning out the bullets while you hide in a safe spot returning fire. They're all multiple-target jobs with gun turrets and hangar bay doors for you to blast away before you can attack the heart of the machine. The quick-completion factor prevents Steel Empire from making it into my league of all-time favourite Megadrive titles, but there's no denying that it's a fine example of a Megadrive gun game.





REVIEW

# TASK FORCE HARRIER

BY TRECO

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: SHOOTING

CONTINUES: 4

SKILL SETTINGS: 4



It's been a long time since we saw an Everyone-Versus-Godless-Commie-Russians game on the Megadrive. To the best of our knowledge, there hasn't been such a game unless you count Strider, which featured a few men in furry hats, and maybe F22 Interceptor.

Treco have taken it upon themselves to unstraighten the record with this vertically-scrolling airborne assault game. Apparently, the Russian government are refusing to scrap their nuclear arsenal and have launched their biggest bombers against targets in the west. NATO have worked out what's going on and so, with the future of mankind at stake they don't bother with the usual defence of nuclear missiles and squadrons of fighters. Instead they've fuelled up one measly Harrier jump jet (a new one, mind) and sent that out to stop this menace. In case you hadn't already guessed, it's you, the player, who is at the controls of this minuscule fighter, so if the West gets blown to hell it'll all be your fault.

## ESCORT SERVICES

Watch the skies. Apart from several thousand adversaries, there are also two drone wingmen who come to your aid when you collect the right icon. At the touch of a button you can arrange them into four different formations...

...close by...



...on the far left and right...



...in front (which slows your plane down)...



...and behind (which speeds it up)...







# FIREPOWER!

You can arm your escorts with one of three nasty weapons just by collecting the appropriately coloured symbol. And they are...

**① VULCAN** - This is most useful of the three escorts, especially when the screen gets busy. Floods the skies with so many high-powered bullets that it sometimes slows the game down!

**② FIGHTER** - These fire homing missiles which seek out and destroy the biggest single enemy on the screen, leaving your ship relatively undefended when you face multiple opponents.

**③ MISSILE** - This escort is armed with unguided missiles. While powerful, the missiles only fire forward, so they're no good against more than one attack wave.



# BOMBS AWAY!

The Harrier has two weapons, a cannon and an unlimited supply of bombs, both of which are operated from the same button. The bullet output of the cannon is doubled every time you collect an S icon. The same goes for the bombs, although they also come in these three exotic flavours.



## ① CLUSTER BOMB

Short range and minimal destructive power, but several of these can be released at a time.

## ② DISPENSER BOMB

Slow firing but this number two bomb drops several warheads in a straight line, creating a line of destruction.

## ③ IMPACT BOMB

This mega-weapon has the same range as the cluster bomb, but it has a huge blast radius making it useful for boss confrontations.

## MARK'S COMMENT



What Treco failed to include with this cartridge was a couple matches so you can prop your eyes open while playing. Yep, this game is so boring. Not only are the levels easy, they're also very long, and once your weapons are powered up to maximum you hardly need to steer to decimate everything that appears. The bosses are large, and some put up quite a fight, but there's a limit as to how much excitement you can milk out of torching the same old planes and a few tanks. Unless you're new to the concept of video game excitement, you should give this a miss.





# BOMBS AWAY!

The Russian army, air force and navy are all after you. Their planes are easily dealt with, as are the tanks and gun emplacements. For the first half-dozen levels these are all you face, and after destroying attack wave after attack wave you get a pop at the boss. The best tactic to use when facing something large is wait until you're just about to be hit, then fire off a smart bomb and jet to the side of the screen.

The early levels take the form of either low-level strikes or dogfight-type conflicts against squadrons of enemy fighters, but later on you're confronted with a mixture of ground and air targets as well as new hazards such as guided missiles and gigantic helicopter gunships. On these occasions having the fighter escort with their homing missiles is essential.



**ALTERNATIVELY**

**TORA! TORA! TORA!**

**PRICE: IMPORT**

**BY: TOAPLAN**

Similar tank/plane-busting scenario and gameplay to Task Force Harrier, but with better graphics and a few (just a few) more thrills.

**MEGATECH RATING: 59%**

## PAUL'S COMMENT

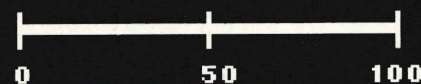


There are so many games like this on the Megadrive that it hardly seems worth playing another one, unless it has something really unusual and wonderful going for it. Alas, Task Force Harrier hasn't got anything to set it above the throng, and is actually crippled by horrific graphics and snoozey gameplay. Falling off a log is more demanding than getting miles into this game on your first go, and once you've got a few power-ups you hardly even need to move around the screen to stay alive and rack up a vast score. This must be one of the weakest up-the-screen blast on the machine and my advice for you thrillseekers is to try something else. Anything else, actually.

## TASK FORCE HARRIER



### % RATINGS



### PRESENTATION

**74%**

NAFF-LOOKING CUT SCENES, A FEW OPTIONS AND AVERAGE INTRO.

### GRAPHICS

**65%**

POOR SPRITES AND GRAINY BACKDROPS WHICH ENDOW THE GAME WITH A MASTER SYSTEM LOOK.

### SOUND

**60%**

DRONING TUNE, SOME SPEECH, AND THE OBLIGATORY WHITE NOISE EXPLOSIONS.

### SHORT TERM PLAY

**56%**

SURPRISINGLY, THIS IS DULL RIGHT FROM THE START.

### LONG TERM PLAY

**49%**

EXPECT TO BE IN A CATATONIC TRANCE BY LEVEL TEN.

### MEGATECH RATING

**51%**

STAGGERINGLY AVERAGE AND EXCEEDINGLY DULL.

### ● THANKS!

Thanks to Console Concepts (0782 712759) for lending us the cartridge used for this review.





# know your shoot 'em ups

## find the gooseberry

Spot the odd man out from these lists of Megadrive shoot 'em ups.

1. Galaxy Force, Gain Ground, Mercs, Space Harrier
2. Fire Mustang, Twin Hawk, Truxton, Steel Empire
3. Thunderforce 2, Thunderforce 3, Elemental Master, Rambo III
4. Star Control, Crackdown, Axis FZ, Rolling Thunder II
5. Afterburner II, Aero Blasters, Battle Squadron, Arrow Flash

## I name this ship...

All of these spacecraft/tanks/other bits of military hardware are the stars of Megadrive shoot 'em ups. Can you name the games they feature in?



## speaking parts

Quite a few Megadrive shooters feature digitised speech. Identify the games which feature these choice phrases.

1. 'Get Ready!'
2. 'Five way!', 'Laser!', 'Wave!'
3. 'Busted!'
4. 'Roger! Good luck!'
5. 'I can't hold it!', 'Destroy the core!'
6. 'E-SWAT!'

To round off our little celebration of Megadrive shoot 'em ups we thought we'd test our readers' knowledge of the subject with this particularly tricky quiz. It's just a bit of fun, so there are no prizes, though if you do well you can award yourself a gold star and go around telling people that what you don't know about Megadrive shoot 'em ups isn't worth knowing, because you're **THAT HARD**. Answers are at the foot of the next page, but remember, real experts don't cheat!

S  
H  
O  
O  
T  
'  
E  
M  
U  
P  
Q  
U  
I  
Z





## heroes and villains

Which Megadrive blasts feature the following heroes and villains? And which are heroes.... and which are the villains?



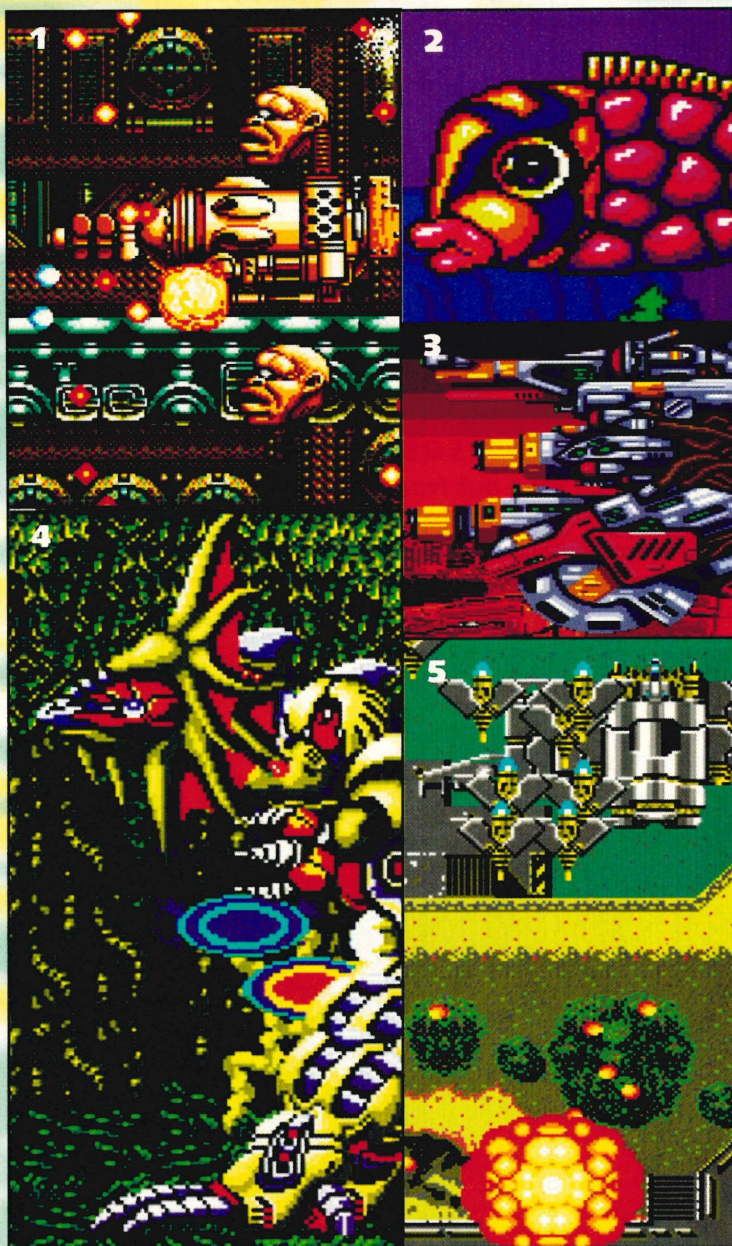
1. Wor
2. Launcher
3. Motorhead
4. General Kilbaba
5. Leon
6. Typhon
7. Paramecium.
8. CATS
9. King Crimson
10. Adama

## trivia-real stumpers an' all

1. Which 1990 game (only ever available on import) featured the X-Dazedly-Ray?
2. What's the TOZ?
3. What was particularly strange about Hot-B's conversion of Insector-X?
4. What's the name of the only Mega-CD shoot 'em up currently available?
5. 'A rolling program smashed the genius' in which game?
6. Which Ballistic game originally started life as a Commodore 64 game by German company, Rainbow Arts?
7. In which game did you have to pick up Zenny to pay for weapons.
8. Hellfire is a conversion of a Konami coin-op. True or false?
9. How many different end sequences does Darius II have?
10. In which game do you have to defeat the armed forces of Quira?

## spot the boss

Recognise these bosses? All right then smarty pants, which games do they appear in?



## answers

1. Unipacc's XDR (of course). 2. The extra-weapon gizmo in Galares. 3. It was completely different to the coin-op it was converted from, being all hard-looking and not at all cute. 4. Sol-Face. 5. Rolling Thunder 2 (that's one of the password codes). 6. Turrican. 7. Forgotten Worlds. 8. False. It was a Toaplan coin-op. 9. Four. 10. Mercs.

### TRIVIA-REAL STUMPERS AN' ALL

1. Gynoug. 2. Wonderboy III. 3. Aero Blasters/Air Buster. 4. Thunderforce III. 5. Raiden Trad

### SPOT THE BOSS

was)

1. Gynoug (hero). 2. Mercs (hero). 3. Steel Empire (villains). 4. Desert Strike (villain). 5. Undeadline (hero) or perhaps Granada (in which Leon Todo was the hero). 6. Phellios (villain). 7. Forgotten Worlds (villain). 8. Zero Wing (villain). 9. Midnight Resistance (another villain). 10. Star Control (hero or villain. You can award yourself one point no matter what your answer was)

Award yourself two points for the name of the game, and a bonus point if you get the hero/villain bit right.

### HEROES AND VILLAINS

SWAT (easy couple of points, there)

### SPEAKING PARTS

1. Zero Wing. 2. Darius II. 3. Galares. 4. Granada. 5. Vortex. 6. Galaxy Force. 7. Aero Blasters. 8. Fatal Rewind. 9. Star Control. 10. Thunderforce II

### NAME THIS SHIP...

The others all begin with the letter 'A'.  
Tecno Soft. 4. Axis FZ. The others had a simultaneous two player mode. 5. Battle Squadron. doesn't let you go into battle in an aeroplane. 3. Rambo III. The others were produced by

1. Mercs. The others are all conversions of Sega coin-ops. 2. Truxton. It's the only one which

### SPOT THE GOOSEBERRY

## HOW DID YOU SCORE?

### 0-20 POINTS

Stick to Art Alive.

### 21-40 POINTS

Could be worse. But not much worse. Excusable if (a) you've only had your Megadrive for a week, or (b) you haven't been buying MegaTech regularly. Mind you, (b) is completely inexcusable.

### 41-60

You're obviously one of life's disadvantaged triers, and there's nothing wrong with that. It's just a shame you don't know much about Megadrive shoot 'em ups, that's all.

### 60-80

Well, not bad. Must try harder over the coming months, or risk expulsion from Megadrive society.

### 80-90

You certainly know a thing or two about your shoot 'em ups, don't you? Consider yourself an honorary MegaTech Laser Fiend.

### 91-92

Next time, try reading the questions before the answers.





# REVIEW

## TEST DRIVE 2: THE DUEL

BY BALLISTIC

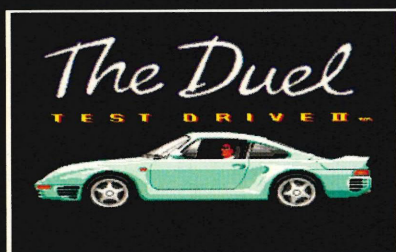
PRICE: £39.99

PLAYERS: 1

GAME TYPE: DRIVING

CONTINUES: 0

SKILL SETTINGS: 3




The kind of person who owns a sports car is usually the kind of person who has more cash than sense, and treats £250,000 worth of high-performance vehicle as a fashion accessory. In Test Drive 2 you're one of the rare and select few sports drivers who prefer to race cars rather than pose with them. However, a fellow loony has decided to bet you a Toffee Crisp that he can zoom around much faster than you.

Faced with this sort of a wager, what can you do but strap on your driving gloves and careen around the byways of the world at top speed in an attempt to out run (ahem) your arch-rival? Other than letting all his tyres down, that is. You get the choice of three deluxe speedsters and to win each race you just have to beat your computer opponent to the next gas station without falling off a cliff or crashing into other traffic. Each disaster costs valuable time and four crashes kill the car and end the game.

### MY OTHER CAR'S A PORSCHE 959 4WD

**PORSCHE 959** ↑↓ Select




Approx. Price	.....\$230,000
rear engine / 4-WD / 6 sp man	
2849cc twin turbo dohc 24v flat 6	
Comp. ratio	.....8.3:1
Bhp @ rpm	.....444 @ 6500
Torque @ rpm	.....369 @ 5500
1/4 mile	.....12.0s @ 116 mph
Top Speed	.....197 mph
Brak. fr 80mph	.....245 ft
Lat. Accel	.....0.87g



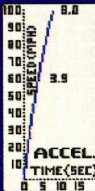
ACCEL. TIME (SEC) 0 5 10 15

THE PORSCHE 959 IS SLOWEST, BUT MOST STABLE OF THE THREE CARS, THAT'S IF YOU COUNT A TOP SPEED OF 197MPH SLOW.

**FERRARI F40** ↑↓ Select



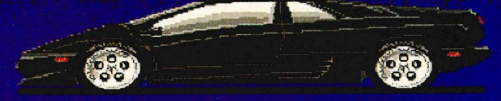
Approx. Price	.....\$260,000
mid-engine/rear dr./5 sp man	
2936cc twin turbo dohc 32v V-8	
Comp. ratio	.....7.8:1
Bhp @ rpm	.....478 @ 7000
Torque @ rpm	.....425 @ 4000
1/4 mile	.....12.0s @ 124 mph
Top Speed	.....201 mph
Brak. fr 80mph	.....250 ft
Lat. Accel	.....0.87g



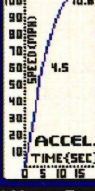
ACCEL. TIME (SEC) 0 5 10 15

WITH THE FASTEST ACCELERATION OF THE THREE, THE F40 IS THE CAR FOR THOSE WHO WANT TO LEAVE THE POLICE TRAINING IN THEIR WAKE.

**LAMBORGHINI DIABLO** ↑↓ Select



Approx. Price	.....\$239,000
mid-engine/rear dr./5 sp man	
5707cc 48v dohc V-12	
Comp. ratio	.....10.0:1
Bhp @ rpm	.....492 @ 6800
Torque @ rpm	.....428 @ 5200
1/4 mile	.....13.3s @ 114 mph
Top Speed	.....est. 202 mph
Brak. fr 80mph	.....247 ft
Lat. Accel	.....0.91g



ACCEL. TIME (SEC) 0 5 10 15

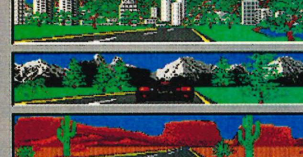
THE DIABLO IS THE FASTEST OF THE LOTS, WITH A MAXIMUM SPEED OF 202MPH. THE ROAD HANDLING IS A BIT IFKY THOUGH.

Select Opponent ↑↓



CHOOSE YOUR OPPONENT, OR RACE THE CLOCK.

Select Scenario ↑↓



RACE ON ONE OF THREE COURSES.

Test Drive 2 is the perfect game for car snobs. Rather than present the player with a vehicle which might not be smart enough, there is a choice of three top sports cars on offer to prospective drivers - the Porsche 959 (4 wheel drive would you believe), the ubiquitous Ferrari F40 or the fine Lambourghini Diablo. Each car has its own presentation screen which shows the acceleration curve, braking times, fuel consumption etc of each automobile, so you can select one that suits your driving style. Your opponent's car is also selected from these three, but don't bother giving him one with poor acceleration as the stats make little practical difference in the game itself.





## MARK'S COMMENT



I was quite fearful when I heard Ballistic were converting this dull Amiga title to the Megadrive, and sadly all my worst nightmares have been realised. The presentation screens and the in-game options are good, but cast your eyes over the road and it's a different story. The backgrounds are blocky, repetitive and lack detail. The other cars are barely recognisable as vehicles such is their extreme poorness. The 3D update also ruins what tiny semblance of realism could possibly have remained, it's jerky and so-slow you might think that you'd forgotten to press the accelerate button. The gameplay lives down to the standards of the graphics – despite the crippled pace of the game the car is still vastly over-responsive. What really puts the boot in is the placement of the collision points. Whatever car you select must have the widest bonnet in history, because even when you've successfully negotiated a twisting rock path or dodged past an oncoming car it's still probable that it will be registered as a crash! This is a certified no thrill zone, for real excitement save your money, buy a Thundersly Infacar and try racing Reliant Robins down the M1

## THE RULES OF THE ROAD



OH-OH, ROLLERS. AS IN THE MOVIES, THE DRIVING ABILITIES OF THE POLICE LEAVE MUCH TO BE DESIRED. FLOOR THE ACCELERATOR AND LEAVE SMOKEY EATING DUST.

The poor old transport police are often ignored in driving games, this is not so in Test Drive 2. The brave boys in blue do their best to haul you in for driving-related misdemeanours, catching you out with road-side speed traps (which are easily sped past) and chasing you in their turbo-charged pursuit cars. These don't pose much of a problem. As long as you don't brake and allow them to pull you over, you can speed away from them with ease, or even lead them off the side of a cliff, skill and landscape permitting. Keeping to the speed limit is another way to avoid the police, which is surely the option for all you responsible citizens and cautious road-users who aren't too bothered about actually winning a race.



Evading highway patrol.

Nobody's above the law, even if you win a race you still have to contend with the police.



YOU'LL GET A TICKET IF YOU PULL OVER, WHICH AMOUNTS TO A TWENTY SECOND PENALTY ON YOUR TOTAL STAGE TIME.

## OVERTAKING



THIS CAR IS CLOSER THAN YOU THINK, ESPECIALLY WHEN YOU'RE TRAVELLING AT 100MPH.

Not only are those pesky police doing their damndest to bring down your stage time, but there's the constant risk of getting stuck in a traffic jam! For once, as in real life, traffic flows in opposite directions on the other side of the road. This puts a whole new angle on overtaking, as smashing headlong into an oncoming car robs you of one of your four lives, so it always pays to remember your Mirror, Signal, Manoeuvre before zooming past the crumbly Cortina ahead of you. Perhaps sticking to the speed limit isn't such a bad idea after all...



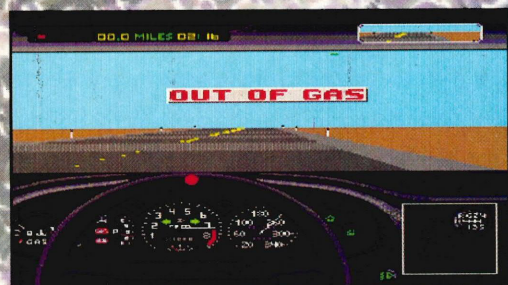
# STOP! PETROL TIME!



You have 5 lives left.

UNLIKE REAL LIFE, YOU DON'T GET DEAD BUGS ON THE WINDOWS SO THAT'S ONE LESS CHORE FOR THE GAS STATION ATTENDANT.

**Today's** internal combustion engines require a constant supply of petrol, or, in this game, gas to keep them running. Bearing in mind your car can only carry a finite amount of this, it's fortunate that the end of each stage is marked with a petrol station. However, petrol is not all that's on offer here. All the in-game stats you could possibly want, such as your average speed, top speed achieved and the time taken to complete the stage, plus the stats for your opponent are revealed.



## ALTERNATIVELY



## SUPER MONACO GP

PRICE: £34.99

BY: SEGA

It doesn't have the OutRun style of TD2, but in the absence of any pther substitute, this fantastic drive 'em up rules supreme.

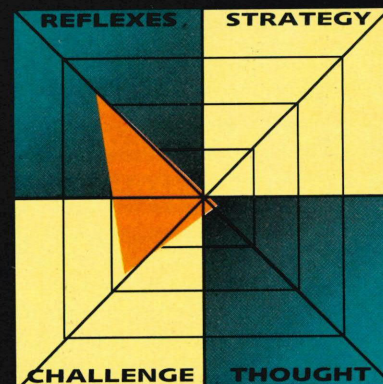
MEGATECH RATING: 94%

## PAUL'S COMMENT



This received a lot of reviewer acclaim when it appeared on the Amiga, but I could never see it myself, because it didn't give the player a good sensation of speed, which is essential above everything else in this type of game. The Megadrive conversion is exactly the same in this respect, and that's its main failing. The presentation screens looks are attractive, but the in-game graphics are rudimentary and the 3D update is jerky and slow. The addition of an incredible amount of oversteer makes it feel too unrealistic, and the challenge of staying on the road or out of the path of oncoming cars is so overpowering that it completely swamps any potential for high-speed driving thrills. You're far better off sticking with Super Monaco GP.

## TEST DRIVE 2: THE DUEL



## % RATINGS



## PRESENTATION

80%

SMART PICTURES OF THE CARS, RUDIMENTARY OPTIONS AND DECENT IN-GAME PRESENTATION.

## GRAPHICS

50%

THE OTHER CARS ARE STRANGELY SURREAL, THE BACKGROUNDS BARELY EXIST, AND AS FOR THE "SCROLLING"...

## SOUND

51%

THREE TUNES TO ASSAULT YOUR SENSES, PLUS A SAD DRONING ENGINE NOISE AND BASIC CRASH EFFECT.

## SHORT TERM PLAY

61%

THERE'S NOT REALLY A LOT TO GRAB YOUR INTEREST INITIALLY.

## LONG TERM PLAY

56%

IN FACT, THERE'S NOT MUCH TO GRAB YOUR INTEREST. IF ANYTHING, THINGS JUST GET WORSE.

## MEGATECH RATING

60%

A POOR RACE GAME WHICH WASTES A NUMBER OF GREAT IDEAS WITH WAYWARD PROGRAMMING.







FORMAT

8

M-BIT

REVIEW

# TWO CRUDE DUDES

BY DATA EAST

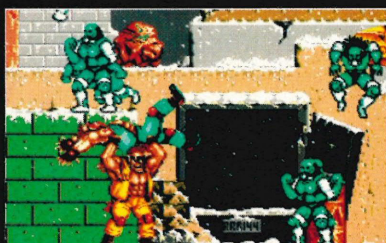
PRICE: IMPORT

PLAYERS: 1-2

GAME TYPE: BEAT 'EM UP

CONTINUES: 3

SKILL SETTINGS: 3

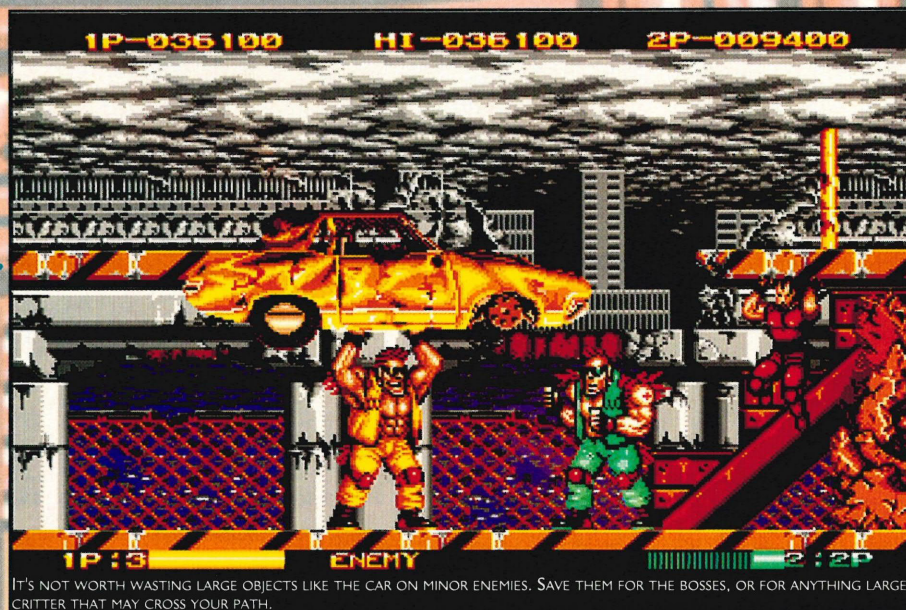


Just when those crazy bagel-eating New Yorkers thought things couldn't get any worse, they were all blown up in a huge nuclear explosion from an unknown source. In the ensuing anarchy, an evil gang known as "Big Valley" took over the remains of the city.

Things remained the same for the next twenty years - save for the increasing number of gross mutants being born - until finally the government decided to do something about it. Rather than waste valuable soldiers and equipment, the President is sending in two super-hard mercenaries to kill the gang leader and as many of his gang as possible.

Thus begins your mission as one Crude Dude of the pair in this horizontally scrolling beat 'em up set in a post-holocaust wasteland which many late Seventies filmmakers would have been proud of. The emphasis is definitely on pure violence against horrific mutants, with all that namby-pamby Budokan stuff well and truly dispensed with.

## CHUCKING ALL OVER THE SCREEN



IT'S NOT WORTH WASTING LARGE OBJECTS LIKE THE CAR ON MINOR ENEMIES. SAVE THEM FOR THE BOSSES, OR FOR ANYTHING LARGE CRITTER THAT MAY CROSS YOUR PATH.

**Each** of the Dudes is highly proficient with their mighty fists and feet - but it's their magnificent biceps which are their greatest asset. It is these upper arm muscle fibres which allow our heroes to pick up anything the fancy, from small sticks of wood to burnt out cars! Not only this, but it's also simplicity itself to pick up your enemies! Only the hardest guardians can withstand having a set of traffic lights smashed into them and then being hurled bodily into a wall! Later on the dynamic duo are faced by a pair of tanks which can be destroyed by either throwing something at them or picking them up, which takes repeated presses of the appropriate button.



TRYING TO DESTROY THE TANKS WITH MERE FISTS AND FEET CAN PROVE FATAL. PICK THEM UP OR THROW SOMETHING AT THEM INSTEAD.





# MUTATION NATION

## JOIN THE CLUB



USE THE IRON BAR SPARINGLY AS IT DISAPPEARS AFTER A FEW HITS.

**Some** items, such as iron bars, are best not thrown at all. Your dude hangs on to these, and instead of punching, beats his opponents over the head with them. Sadly, this mistreatment has a tendency to break the weapon after a short while. Tsk!



TRICERATOPS MAN IS ONE OF THE TOUGHEST BOSSES. KEEP WELL AWAY FROM HIM WHILE HE'S CHARGING.



THIS ROBOT STARTS OFF AS A HUMAN, BUT SOON REVERTS TO HIS SKELETAL FORM AFTER YOU'VE DOLED OUT A HEFTY KICKING.



THE DUDES DANCE AFTER BATTERING A BOSS. IT'S A BIT SOFT IF YOU ASK US.

**All** the bosses have one thing common – they're temporary invincible after they've been hit. So when an angry, recently hit, boss comes after you, run. Try to get into a position which will let you drop next to it, so you can perform a grab as soon as possible. Chucking your fellow dude is the most effective attack on easy mode, but on normal and difficult your best bet is to hit and run.

## MARK'S COMMENT



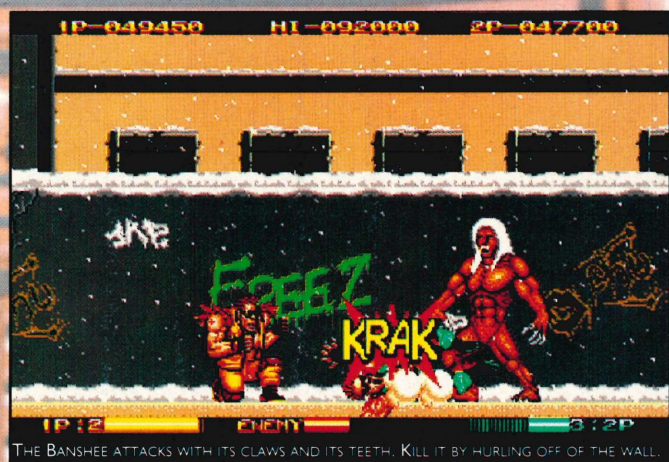
This is the first Megadrive beat 'em up that comes close to rivalling Streets Of Rage. The graphics are good throughout, with some of the largest, most inventive bosses I've ever seen in a fighting game. On the down-side, some of the characters do animate like something out of a Hungarian cartoon, ie quite badly, but this is in some way compensated for by the sheer volume of things attacking you. There's always loads of things going on, and TCD really comes into its own with the two-player mode, and the ability to use your partner as a battering ram or other deadly projectile is a recipe for a million laughs. Apart from the easy level being a complete-the-game-on-your-first-go level, I have no qualms about recommending

Two Crude Dudes.





## MUTATION NATION



## TWO CONFUSED DUDES



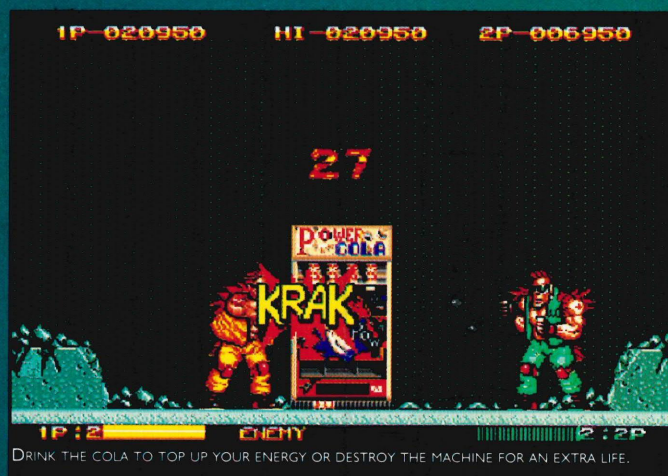
No doubt you're all wondering why this game is called Two Crude Dudes when it's obviously a conversion of that old Data East coin-op, Crude Buster. Well, in Japan the arcade

game was released as Crude Buster, and it was widely known under the same title in Europe. However, in the USA, Data East decided to rename it with the very streetwise, hip, etc, monicker of Two Crude Dudes. Because American players knew the game as Two Crude Dudes, that's what Sega had to call their Genesis conversion, and it looks like the European Megadrive version (due for release very soon) will also go by the same name.

This tour into Big Valley's turf isn't just a mission of wanton killing – it's a learning experience. The Crude Dudes have the opportunity of learning much about many mutant cultures, such as the transforming Banshee, the Triceratops Man, loads of pervy nipple-biting hunchback dwarves or even the mysterious Spinning Snail Man. Then of course there are the quaint customs of the local human sub-cultures to see, although these usually concern hosing you down with a flame thrower.



## POWER COLA AIDS RECOVERY



All this doom and destruction tends to make one a tad thirsty, not to mention the agonising injuries sustained along the way. It's lucky then that New York's main soft drink manufacturer, Power Cola, has produced a drink which satisfies your thirst whilst at the same time healing any damage you may have taken. Power Cola vending machines are found at the end of each level, and you are given 30 seconds in which to bash the machine about to steal and drink as many cans as possible. There are also some vending machines situated halfway along a level, but be careful when using these. Mutants have a tendency to sneak up while you're drinking and negate any healing effects with a well aimed claw to the chops.



# TWO-PLAYER THUMPING



IF YOU DON'T LIKE THE IDEA OF YOUR PARTNER PICKING YOU UP, WHACK THE D-PAD LEFT AND RIGHT. REALLY FAST TO MAKE HIM LET GO.

**Two** Crude Dudes has two dual player modes. Both are simultaneous play, but the fine points depend on which difficulty setting you have selected. On Easy level the Dudes can pick each other up and throw the other player around without any harm being done to either of them. Try this in Normal or Hard mode, however and watch those energy levels plummet! The harder the setting, the more damage you can cause, so invite your enemies round and set the game to Hard level for revenge-style antics.

## ● THANKS!

Thanks to Console Concepts (0782 712759) for lending us the cartridge used for this review.

## ALTERNATIVELY



## STREETS OF RAGE

PRICE: £34.99

BY: SEGA

Still the best Megadrive beat 'em up, although it doesn't have the same graphical appeal as Two Crude Dudes.

MEGATECH RATING: 92%

## PAUL'S COMMENT



There have been a number of beat 'em ups released on the Megadrive recently, and this must be one of the best of the bunch. Graphically, it's very impressive, with a spectacular variety of mutant sprites, and the gross-factor of your opponents certainly adds a lot to the feel of game. The sound is almost as good, although a few beefier effects wouldn't have gone amiss. Still, it's the horrendously over-the-top violence which makes Two Crude Dudes so much fun to play. There's something truly satisfying about picking up a car and smashing it over the head of an enemy, or hurling them across the screen into a huge rock. The two player modes also add a great deal to things – although you do tend to end up killing each other more than the Big Valley gang! My only complaint is that on Easy and even Normal levels, Two Crude Dudes doesn't pack much of a challenge. Unless you're a real crip of a player you should whack the difficulty level right up to Hard even before your first game. That said, this is a great beat 'em up which should keep gore fans happy for ages.

## TWO CRUDE DUDES



## % RATINGS



## PRESENTATION

91%

SMART INTRO AND TITLE SCREENS, PLUS EXCELLENT IN-GAME PRESENTATION.

## GRAPHICS

94%

BIG, CLEAR AND COLOURFUL SPRITES AND SUPERB BACKGROUNDS.

## SOUND

76%

THE TUNES ARE OK, BUT A LITTLE BLAND, AND THE EFFECTS COULD ALSO DO WITH BEING A BIT MORE PUNCHY.

## SHORT TERM PLAY

91%

THE ULTRA-VIOLENCE AND COMPULSION TO SEE THE NEXT LEVEL MAKES IT INSTANTLY ADDICTIVE.

## LONG TERM PLAY

85%

IT'S NOT ALL THAT CHALLENGING, ALTHOUGH YOU'LL FIND YOURSELF GOING BACK TO IT LONG AFTER COMPLETION.

## MEGATECH RATING

87%

AFTER STREETS OF RAGE THIS TOP NOTCH TOUR DE FORCE SHOULD BE NEXT ON YOUR LIST.







FORMAT

4

M-BIT

REVIEW

# DOUBLE DRAGON

BY ACCOLADE

PRICE: £29.99

PLAYERS: 1-2

GAME TYPE: BEAT 'EM UP

CONTINUES: 6

SKILL SETTINGS: 1



It's girl trouble that's brought brothers Jimmy and Billy Lee out on the streets looking for revenge. Billy's girlfriend has been kidnapped by a gang of street toughs known as the Black Warriors, who have chained her to a wall awaiting the brothers arrival, obviously planning to dispose of the 'lads' before having their wicked way.

Outfitted in their best fighting gear, which consists of baggy trousers, blue waistcoats and leather arm bands, the suitably streetwise duo have to make use of whatever weapons come to hand as well as applying their formidable karate skills to batter anyone they come across.

The game is set across four levels in total, the city, park, factory and the Black Warriors' hideout, populated with a total of six different types of gang members plus the machine gun toting boss who appears at the end of the game.

## KUNG-FU FIGHTIN'

When they're without weapons, Billy and Jimmy have to rely on their uncanny karate abilities to deal with their opponents, bare-fisted.



- 1 Punch or kick and watch your opponent double over in agony. A succession of blows leads to a power move, either a mighty uppercut or a sort of truncated roundhouse kick, which stuns the victim.
- 2 This is a good point to grab the bad guy by the ears and either throw him or repeatedly introduce your knee to his face, thus leaving him temporarily stunned and drooling on the ground.
- 3 The head butt is another move that's guaranteed to stun an opponent. It's produced by tapping the D-pad twice in the direction your facing. The drawback to this move is that it doesn't work all the time and you're often left staggering past your target.
- 4 Flying kicks are a formidable attack which come in handy when you're dealing with some of the bigger opponents. Hit jump to launch the hero into the air, then use the punch or kick button to determine in which direction the kick is to be unleashed.
- 5 Pressing jump and punch or kick makes your hero produce a back kick or an elbow strike, which takes out anyone standing behind him. Unfortunately this manoeuvre leaves you vulnerable to attack from the front, so it's sometimes better to run for it when you're surrounded.

## MARK'S COMMENT



Despite being far superior to the appalling DD 2 in all departments, and having near arcade perfect graphics, Double Dragon really does lack a challenge. The four levels aren't enough, and all but the poorest games-player will complete this within their first few attempts. As if that wasn't bad enough, when you're facing an enemy, no matter how fast you hit the punch or kick buttons your character will only perform two moves, then he just stands there like a lemon. Had there been more levels, and a better control system, this might have been worth buying. As it stands, this is a low grade beat 'em up from the eighties, which should have stayed there.



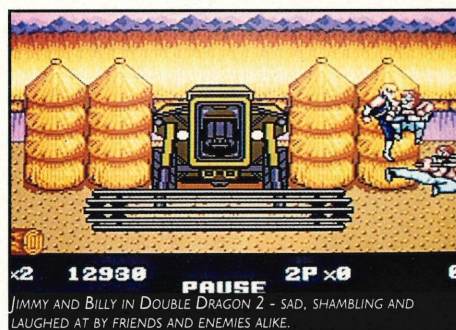


## PAUL'S COMMENT



It's not often I finish a game in fifteen minutes of starting my first go, but that's exactly what happened when I plugged in the Double Dragon cart. With two players in action the game is a piece of cake, and the only time it puts up a fight is right at the end of the last level. Although there is a smidgen more challenge when you're playing solo, I still managed to get to the end in less than two credits the first time I tried it. At least Double Dragon looks better than Palsoft's tragic conversion of the sequel, but it doesn't play half as well as Streets of Rage and has none of the finesse. Thirty quid might seem relatively cheap compared to other Megadrive games, but paying that much for 15 minutes worth of action seems mighty expensive to me.

## DOUBLE DRAGON VS DOUBLE DRAGON 2



**There** are a great many differences between the two Megadrive Double Dragon games, the most notable being the graphics. The control system also differs vastly, DD 2 was rendered almost unplayable as the punch and kick buttons where reversed when the character changed direction. The only thing in DD 2's favour is that it has a few extra levels, but apart from that it's no match for this game.

## DUELLING DUAL PLAYER MODE



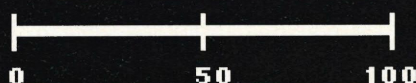
**The** two-player mode works just as did in the arcade original, so you CAN beat up your partner if you like. Having the extra player doesn't double the number of opponents or weapons and there is the drawback of having to share your credits with your partner so try to avoid playing with someone who's really crap, because he'll to use up all the continues.

Finish the game in dual-player mode and you'll discover a bizarre plot twist. Because there are two heroes and only one girl to be rescued, Billy and Jimmy turn on each other and both players have to slug it out to see who gets to take her home for a snog!

## DOUBLE DRAGON



### % RATINGS



### PRESENTATION

65%

TWO-PLAYER MODE IS GOOD, BUT OPTIONS ARE SPARSE, AND SKILL SETTING IS SORELY MISSED.

### GRAPHICS

75%

NOT BRILLIANT, BUT COLOURFUL AND AT LEAST TRUE TO THE ARCADE ORIGINAL.

### SOUND

67%

A FEW REPETITIVE TUNES AND NOTHING ELSE.

### SHORT TERM PLAY

50%

YOU SHOULD HAVE NO PROBLEM COMPLETING THIS WITHIN HALF AN HOUR OF STARTING.

### LONG TERM PLAY

30%

THERE'S NO POINT COMING BACK ONCE YOU'VE FINISHED IT.

### MEGATECH RATING

53%

DISAPPOINTING, BUT AT LEAST IT'S NOT AS BAD AS DOUBLE DRAGON 2.





FORMAT

8

M-BIT

REVIEW

WHERE IN TIME IS

BY ELECTRONIC ARTS

PRICE: £39.99

PLAYERS: 1

GAME TYPE: 'EDUTAINMENT'

CONTINUES: PASSWORD

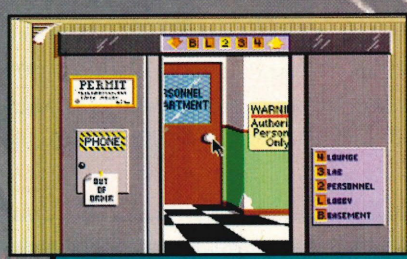
SKILL SETTINGS: 1



That infamous mistress of crime, Carmen Sandiego, has stolen a secret time machine and she and her gang are now rambling through the past, pinching important historical artifacts! Of course, if the balance of past events is changed, the future will also be altered and it's up to you, as the newest recruit to the Time Crimes Division of the Acme Detective Agency, to hunt through time and space for Ms Sandiego and the 15 members of her gang before they do something everyone in 1992 will regret.

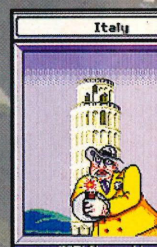
This is the Megadrive's first 'Edutainment' (EDUcational enterTAINMENT) game which allegedly entertains the player with time-traveling, crime-busting exploits while teaching him or her invaluable historical facts. The encyclopedia included with the game is essential, because the clues all take the form of, 'He heard that the Alcazar was under siege', so in this example you would look up the location of the Alcazar and the period during which it was under siege to determine your next destination. Allow us to demonstrate...

THE DAY MEGATECH CAU



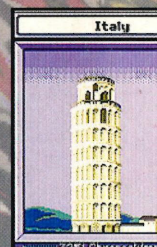
It's Paul's first day on the job, so he has to head straight for the Acme personnel department to meet the lovely Diane. After signing the dubious contract, he's given the opportunity to enter a security code from a previous investigation and start again from where he left off.

Paul's a take of ordinat uniden crime.



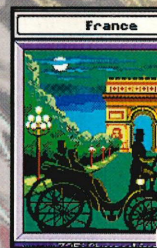
A witness tells Paul the suspect was heading off to see someone in the Este Party, whatever that is. Time to use the encyclopedia. Seems the Este Party ruled parts of Italy from 1240 to 1597, so if he calls up the travel menu he should find... yes, an Italian time line which covers that era!

When t tower i henchm Now,fo Titianh



From the choice of four artists Paul plumps for Edgar Degas, that famous French, pastel-using impressionist. Well, that sounds about right, but now where does he go from here? Using the scanner (RIGHT) reveals something that suggests 15th century Japan. It'd be wise to confirm it though...

... Ink p encyclo who flo to clinc and off



A hot tip from a witness inspires our heroic Time Cadet to set the co-ordinates for 18th-20th Century France, and what does he find when he gets there? Hurrah! The threat sensor indicates that the suspect is in this location! But before he can arrest the suspect, Paul needs a warrant.

Four bi but acc hair ex setting arrest





# S CARMEN SANDIEGO?

## IGHT LEE AND BILL DING RED-HANDED

CARMEN SANDIEGO REVIEW



t the controls of the Chronoskimmer 325i, ready to f through time. After a briefing from the chief, the co- es are set for 18th Century Italy. Notice that it was an tified MAN who was spotted leaving the scene of the That's the first clue!

Touchdown in Italy, the date 1730. Knowing that his memory isn't too good, Paul wastes no time in going straight to the EVIDENCE screen and setting the sex of the villain to MALE. After that there's time to read up on the Hapsburgs before hunting around for another clue.



he Chronoskimmer lands in Pisa (there's the leaning n the background) Paul finds one of Carmen Sandiego's en! That proves he's heading in the right direction. r not her clue. An informant tells him the villain had air, and looking up Titian he finds...

...Titian was a painter renowned for his use of bright colours. So for some reason, Paul puts the suspect's hair down as black. Red is a more likely choice, but we won't tell him that till later. Meanwhile, an informant lets it out that his favourite artist was a French impressionist who used pastels.



aintings by Shubun, eh? Looking Shubun up in the pedia reveals that he was a Japanese landscape artist urished in the early 15th Century. Well, that seems h it, so Paul selects the JAPAN 1300-1700 time line he zips!

Japan, 1420 AD. Paul senses the end is in sight and wastes no time in looking for another clue. Being clever, Paul knows that The Just-So Stories were the work of Rudyard Kipling, and enters that on the evidence sheet. He still hasn't worked out Titian, though, so he's not that clever.



t's of evidence should be enough to get a warrant, ording to the computer, Paul's mistaken choice of black cudes all possible suspects! Luckily he sees sense, and it to red does the trick. A warrant is issued for the of Lee and Bill Ding and the capture robot is readied!

One final scan tracks down the suspect and off goes the capture robot! There's no escape for the guilty, and the robot beams up the villain and returns him to confinement in the Chronoskimmer. So chuffed is the Chief that he's promoted Paul to Time Patroller. Cor! Next investigation please!



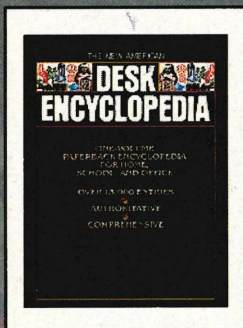


## MARK'S COMMENT



Nice idea, shame about the execution. If EA are serious about this Edutainment business maybe they should have included an English encyclopedia with the game and altered the questions to accomodate it. I've got nothing against America, but if I had any kids I wouldn't want them to confuse 'color' with 'colour' along with learning a host of other Americanisms. Another, and certainly the biggest, drawback of Carmen, is the lack of questions. After a few games you notice the same questions keep coming back. Once your mission count has reached double figures you hardly need to look up the answers because you can remember them all from previous games. Fine, you might think, because at least you're learning something, but these facts are the sort that would equip the player only for a game of Trivial Pursuit. The gameplay really needs more variety and I found the business of investigation extremely repetitive and ultimately very dull. Edutainment is a nice concept, but it just needs someone to produce something that will encourage kids to learn, not bore them senseless.

## FREE ENCYCLOPAEDIA!



Probably one of the main educational objectives of Where In Time Is Carmen Sandiego is to get the player to practice using reference books for finding information and, lovely people that they are, Electronic Arts have packaged the game with a copy of The New American Desk Encyclopedia for just that purpose. A fine encyclopedia it is too, and you'll find the solutions to all of the game's clues in it, but it does have a noticeable bias towards American facts, and of course it does feature American spellings ('airplane' and so on). That's not really surprising—after all, it is called The New American Desk Encyclopedia—but it would have been more in keeping with the game's educational aspirations to have given away an Anglicised version which would have been a bit more useful at homework time. Still, what do you want for nothing?

## PAUL'S COMMENT



Edutainment is a laudable concept but this can't be a particularly good example of it in action, because it's neither practically educational nor is it very entertaining. Although they're obviously randomly generated, the cases are all nearly identical and after my eighth successful investigation I was bored stiff. The manual states that if you solve 80 cases you can retire from the agency, but after going through this rigmarole 80 times I think I'd have retired into Dreamybeddyland. The same clues crop up again and again and the whole investigative process is too repetitive. The educational aspect is actually quite shallow and consists of throwing the player a few unexciting facts on a few unexciting subjects and expecting him to look up a paragraph in the encyclopedia. If this is edutainment then so is the Junior Puzzle Bonanza Book, and that comes a lot cheaper than £50. I can imagine guilty parents buying this to save their Megadrive-loving children from supposed shoot 'em up-induced brain-rot, but it's not an enjoyable way to learn and I can't see any child playing this to the end voluntarily.

## WHERE TIME IS CARMEN SANDIEGO?



### % RATINGS



### PRESENTATION

82%

VERY POLISHED, BUT WOULD HAVE BEEN PREFERABLE TO HAVE AN ENGLISH ENCYCLOPEDIA IN THE BOX.

### GRAPHICS

80%

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# TECHNIQUE

# ZONE

You've stumbled through the reckless wilds of our news section, survived the pygmies who live in the undergrowth of MegaMail, and traversed the boundaries of the reviews, now, at the end of your epic journey, you've reached the oracle know as the Technique Zone. Peer in and you'll find the first part of our guide to Desert Strike and a host of other helpful tips. Look deeper and you'll find out how to win five Megadrive games of your choice, merely by imparting some of your knowledge into Technique Zone or Hyper Technique Zone.

If you have tips you'd think will be of use to us and our readers, send it to Technique Zone, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Only please, NO MORE SONIC THE HEDGEHOG CHEATS!

If you're hungry for more information you can call our call our hotline on 0839 500807 and have a sneak preview of the tips we'll be featuring next issue. Calls are charged at 36p per minute off-peak and 48p per minute at all other times. If you don't pay the phone bill, clear your call with the person who does.



## ELEMENTAL MASTER

TZ: 1/10 OPTIONS SCREEN

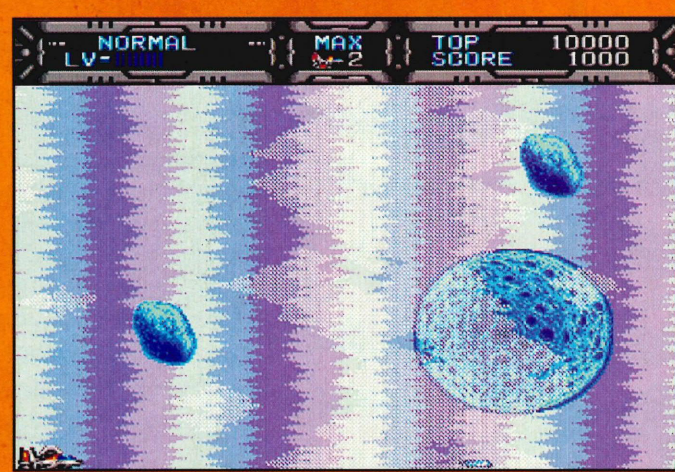


**If** you're, unbelievably, having trouble with this game, hold down A, B, C and Start when you switch the machine on to call up a secret options screen which should help make life easier.



## CAIARES

TZ: 2/10 BOSS DESTRUCTION



**A** tip here from Keith Chirnside of North Shields which should help out those tortured souls who are having trouble defeating ZZ

Badnusty at the end of the game. Seems that all you have to do is retreat to the bottom-left corner of the screen where your TOZ will cover the ship and, as Keith puts it, 'render you impervious to the chill of the giant snowballs'.



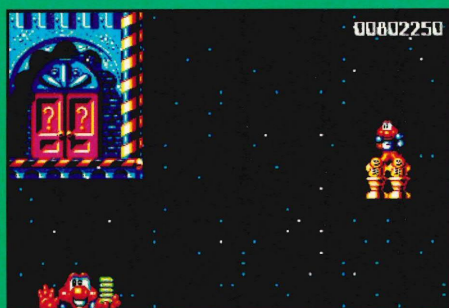


## ROBOCOD

TZ: 3/10 SECRET ROOM

**Think** you've seen it all in Robocod? Think again. Try this to find a secret room.

First activate the invincibility cheat by collecting, in order, the cake, hammer, Earth, apple and tap that are at the start of the game. Now enter the first door, go left, collect the star then exit. This should unlock every door.



Now go straight to the first door on the fifth level and enter the bathtime stage. Complete

the stage, exit, jump over the door on the right and jump off the platform. Now waddle (or whatever fish do) right, jump over the door and jump onto the gold snowmen. Now watch in amazement as the snowmen carry you upwards, elevator style, level with a door in the sky. Jump off the snowmen and through the door to arrive in a bonus level full of extra lives, crowns and gold stars.



If you want to play the game through without cheating too much, you can top up your lives by collecting lips, ice cream, a violin, earth and a snowman, in that order (which spells LIVES).



Likewise, you can top up your power gauge by collecting a penguin, oil, wine, earth, and a racket (as shown here).

Finally, if you don't use the door-opening cheat, you don't have to complete levels one, three and six.



## HELLFIRE

TZ: 4/10 EXTRA CREDITS

### OPTIONS

LEVEL	HARD
PLAYER	3
➤ SOUND TEST	01
RAPID	ON
EXIT	

**At** last Hellfire's out officially, and here's a cheat from Asif Akhtar to go with it. Go to the options screen and set the game to hard, now select tune number one on the sound test and leave it to play. After a minute and a half a 'yea right' message will appear, the game starts and you'll have 99 credits to squander.

### OPTIONS

LEVEL	YEA RIGHT
PLAYER	3
➤ SOUND TEST	01
RAPID	ON
EXIT	



## MERCS

TZ: 5/10 DIFFICULTY



**If** you're finding Mercs a tad too easy, try this cheat to put it into hyper-difficulty mode. Put the game into original

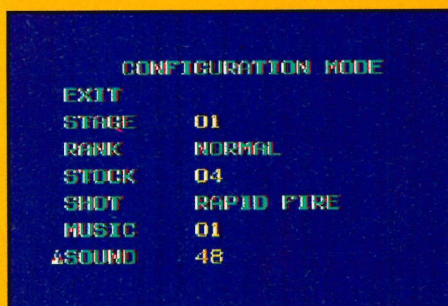
mode, then hold down A, B, C and press start to play a tougher version of the game.





## THUNDERFORCE II

TZ: 6/10 LEVEL SELECT



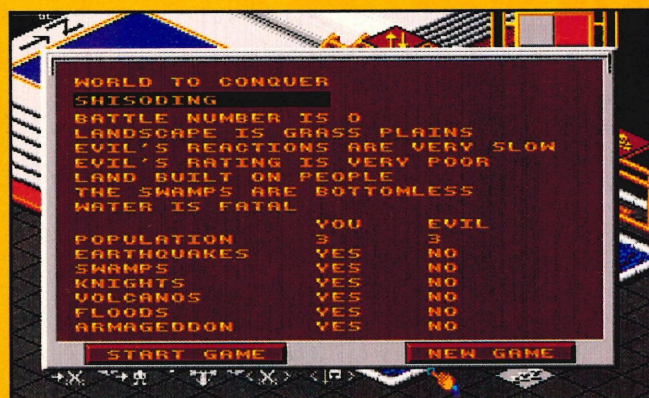
**Here's** a simple cheat from Asif Akhtar f r o m Wimbledon, but it's useful one all the same.

Plug in the cartridge, switch on the Megadrive, hold down A and press start. You should now be looking at an options screen that lets you select the starting level and activate a rapid fire mode.



## POPULOUS

TZ: 8/10 LEVEL SELECT



**Surprisingly,** not a lot of people know this, but instead of entering a world name when you select new game, you can just enter any number from two to 494 to start on that world.



## STAR CONTROL

TZ: 10/10 CHEAT



**For** those who bother to play the strategy part of the game, here's how to gain tons of special items. Put it

into Full Game mode, then hold the D-pad down left and keep B depressed until the star map appears. You should find that every unexplored planet has a precursor relic.



## QUACKSHOT

TZ: 7/10 BOSS DESTRUCTION



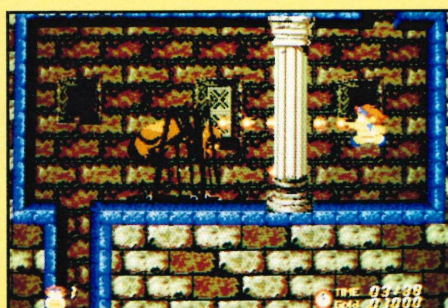
**For** all those having trouble beating the final boss, here, from Ian Niells, is an alternative to the method described in

Hyper Technique Zone a couple of months back. Stand on the top block and wait until the swordsman's about to throw his sword, Slide in the opposite direction, then turn around and slide towards him. Throw a plunger at his head then jump back onto the top block, repeat the process until he's dead.



## WARDNER

TZ: 9/10 INTRO



**Here's** a little number from Pob in Littleborough. It isn't really a cheat, but it'll suit people who like a change from time to

time. Press A, C, Up, and Start at the same time on the title screen. Instead of a cutesy intro, all they characters will have been transformed into ultra-hard men (the one of Dover is particularly good).

# WIN

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# HYPER TECHNIQUE ZONE

TECHNIQUE ZONE

After giving it a two page preview, a four page review and a two page competition, we were on the verge of renaming MegaTech 'Desert Strike Monthly'. Still, it is one of the best Megadrive games ever, so we couldn't resist squandering even more of our precious paper on this vast Hyper Technique Zone guide to Desert Strike, in which our own Paul Glancey takes you rookie pilots through some of his own tried-and-tested cockpit tricks.

# DESERT



## CONTROL OPTIONS

HTZ: DESERT STRIKE; GENERAL INFORMATION



The level of control you have over your helicopter is superb on the default setting (WITH MOMENTUM), but it's also worth trying the FROM COCKPIT setting, which looks and feels less realistic but is much more precise, and can make it easier to dodge enemy fire.



## USING THE MAP

HTZ: DESERT STRIKE; GENERAL INFORMATION



Before moving from one objective to the next, it's often worth checking the route on your map to locate any ground defences which might cause trouble for you. It's also a good idea to check the locations of the nearest ammo and fuel dump, and any MIAs and landing zones just in case you suddenly get caught short in the midst of battle.





# RT STRIKE



## GOING GREAT GUNS

HTZ: DESERT STRIKE;  
GENERAL INFORMATION



In case you hadn't noticed, you don't have to rely on the slow automatic fire on the cannon. Bashing the gun button as fast as you can produces a high-power stream of shells which is almost as effective against structures as a Hydra missile.



## BAZOOKA JOES

HTZ: DESERT STRIKE;  
GENERAL INFORMATION



**Though** they're just blokes carrying yellow drain-pipes, you shouldn't underestimate the trouble these soldiers can cause. They often appear in the ruins of certain buildings and if you're not careful, their shoulder-launched surface-to-air missiles can easily wipe 100 armour points off your hide, finishing you off just when you least expect it. They can reload too, so rather than hammer away at them with the gun (which isn't very effective in these situations) get rid of them quickly by launching a Hydra. It's the only way to be sure.



## ARMOUR FOR HOSTAGES

HTZ: DESERT STRIKE;  
GENERAL INFORMATION



**Every** MIA, civilian or enemy you capture and return to a landing zone earns you 100 armour points. Because extra armour supplies are so few and far between, it's better not to rescue them all at once, but to leave a few running around the desert and picking them up whenever you've taken a few hits and things are looking a bit hairy.



## SUPPLY PROBLEMS

HTZ: DESERT STRIKE;  
GENERAL INFORMATION



**The** key to success in Desert Strike is managing your supplies and making sure your fuel, ammo and armour are well-stocked before going into a danger zone. The map computer is programmed with the locations of allied supply dumps, but you can also take advantage of enemy refuelling stations which are hidden in buildings.

Where at all feasible, you should destroy any building or encampment you come across. Some will be civilian buildings (you'll be reprimanded for destroying these but it's easy to learn their locations so you can avoid them next time) and some of them will be guarded by enemy troops, but it's worth the trouble to find potentially life-saving supplies. Of course, you shouldn't squander these reserves, and you should only replenish your stock when you don't have enough to reach and complete your next objective.



## THE HIGH-SPEED WINCH

HTZ: DESERT STRIKE;  
GENERAL INFORMATION



**There** is always a high-speed winch hidden in the landscape somewhere. They're always in the same place and it's worth collecting them early on because they vastly improve the efficiency of your winch operations.



## EXTRA LIFE

HTZ: DESERT STRIKE;  
GENERAL INFORMATION



**Another** handy hidden item is the extra life crate, which bears a red cross. These only appear in the later missions, but like the high-speed winch, they're always in the same place.





# HYPER TECHNIQUE ZONE

HYPER  
TECHNIQUE  
ZONE



**This is a pleasant little trip across the desert with plenty of soft targets to take out. Don't hang around, though, because there are plenty of armoured cars lurking around the dunes waiting to perforate your windshield with their high-calibre shells.**

# DESERT STRIKE AIR S



## OBJECTIVE ONE

HTZ: DESERT STRIKE;  
RADAR SITES



**These** are a piece of cake. Looking at the map you'll see that next to each radar sites is a white cone. This indicates the direction the site's AAA defences are pointing, so approach from the opposite direction and you should have a couple of extra seconds to obliterate the guns before they can get a shot off.

Let rip with a quick pair of Hydras on each gun, then destroy the radar installation with the cannon.



## OBJECTIVE THREE

HTZ: DESERT STRIKE;  
AIRFIELDS



**Each** airfield is guarded by three AAA units and two Rapier sites. Skirt around the perimeter of the airfield, taking out the AAAs with Hydras and then hit the Rapiers with a Hellfire each, before moving in on to the sitting targets. The aircraft are easily

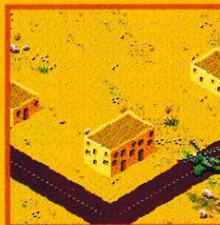
destroyed with gunfire, so save your rockets. Fire fast enough and you can get away with using your cannon on the buildings, too, but watch out for enemy troops with missile launchers hiding in the hangars.

Incidentally, while you're blowing up the defences, watch out for pilots running from the hangars to their aircraft. These are a good source of points if you can grab them (and a not-so-good source of points if you shoot them).



## OBJECTIVE FIVE

HTZ: DESERT STRIKE;  
SECRET AGENT



**Beneath** one of these three buildings is an underground bunker where the agent is being held. Under the others are troops armed with missile launchers, so make sure you've got a couple of Hydras left over after destroying the AAA. In fact it's worth stocking up on weapons for this bit, because once you've landed and your co-pilot has entered the bunker, you can suddenly find yourself

surrounded by three or four VDAs, and your boys won't come out again until the coast is clear. Return to the landing zone and the mission is complete. Now head for the frigate and land to complete the first mission.





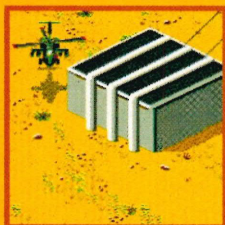


# RIKE: MISSION ONE SUPERIORITY



## OBJECTIVE TWO

HTZ: DESERT STRIKE;  
POWER PLANTS



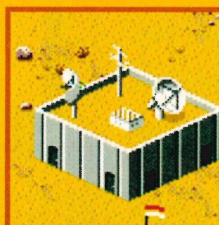
**Approach** from the left and take out the AAA with two Hydras. Back away and skirt around to the right of the power plant and destroy the other AAA. Get it right and the Rapier site in front won't spot you until the Hellfire missile is about to hit it. Unleash a few rounds of gunfire on the building itself, and you can allow yourself the luxury of a few Hydras.

Don't hang around, or you'll find an M3VDA creeping up on you and wearing down your armour. If that does happen and things start to get drastic use Hydra missiles, and restock your armour from the crate which appears in the ruins of the power plant.



## OBJECTIVE FOUR

HTZ: DESERT STRIKE;  
COMMAND CENTRES



**You** only need capture one base commander to discover the location of the secret agent, but if you're feeling confident you can destroy both command centres and earn some extra points. Command centre A is surrounded by four guard towers, two Rapier sites and three AAA units, but centre B has only three towers, and so is slightly easier to destroy.

The defences are well spaced out at both locations so you don't need to destroy everything, but priority should go to the towers, then the AAAs, then, if one spots you, to the Rapiers. The towers are quite narrow targets and are easy to miss with Hydras, and because the guards are armed with missile launchers it's best to get rid of them quickly with a Hellfire. As soon as the command centre is destroyed, pick up the commander (DON'T SHOOT HIM!) and he'll tell you where the agent is being held.



## SUPPLEMENTARY OBJECTIVE

HTZ: DESERT STRIKE;  
FINDING JAKE



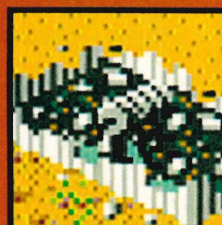
**Lieutenant** Carlos Valdez is reportedly missing in action somewhere in the first battle zone. In fact he's pinned down by two enemy snipers up in the top left of the map, next to a crashed F-15. Whenever it's convenient (either at the start or end of the mission) head on up there, eliminate the two snipers and pick up Jake. The technology in the F-15 is top secret, so don't forget to destroy

the wreck before you leave. Doing this earns big points at the end of the mission.



## SUPPLEMENTARY OBJECTIVE

HTZ: DESERT STRIKE;  
HIGH-SPEED WINCH



**The** high speed winch in mission one is hidden in the top building at this cross-roads.





# HYPER TECHNIQUE ZONE

HYPER  
TECHNIQUE  
ZONE



**The thorn in your side in this mission are the ZSU self-propelled guns, which patrol the desert roads in abundance. Once you start shooting**

**things up, it doesn't take long for a ZSU to turn up and start giving you a hard time, so always keep an eye out for them on the map and if you do run into one, get rid of it with a pair of Hellfires, or six or seven Hydras.**

# DESERT STRIKE SCUD BUSTER



## OBJECTIVE ONE

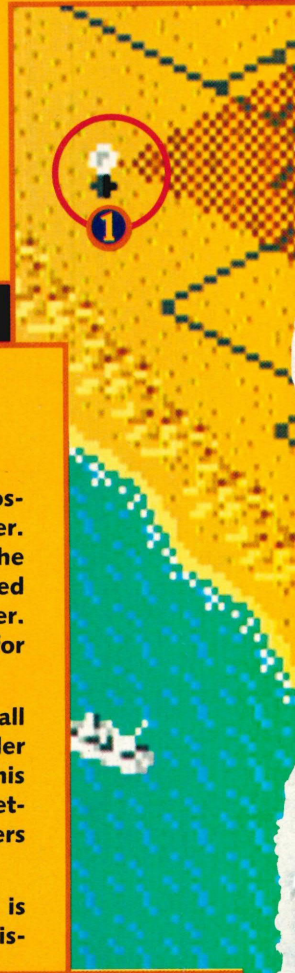
HTZ: DESERT STRIKE;  
RADAR SITES



**As** in the first mission, it's important to destroy the enemy's early warning systems first to weaken the whole ground defence network. The three radar installations in the Scud Buster mission are defended by combinations of AAAs and Rapiers. The one nearest the bottom of the map is protected only by two AAA sites, so hit that one first, approaching from the left and using Hydras on the

ground defences. Then proceed up the map to the next site, watching out for ZSUs and VDAs patrolling the coast road.

The next one up has an AAA on its left and a Rapier on its right. Approach from the left and hit the AAA with two Hydras first, then blow up the Rapier with a Hellfire. Make sure you have two Hellfire missiles left over for the final site, which is defended by two Rapier sites.



## OBJECTIVE TWO

HTZ: DESERT STRIKE;  
JAILBREAK



**You** may well need to restock your ammunition, and possibly your fuel and armour before proceeding any further. Head for the topmost jail and shoot up the buildings on the way to find supplies of all three, as well as the high speed winch. If you can, it's worth leaving the armour till later. After all, you will soon have four refugees to trade in for 400 armour points.

Head for the jail and destroy the Rapier site on the right before blowing the wall off the jail. Make a quick pick-up by flying over to the hole, so that the ladder hangs down next to it and all four prisoners should be inside in no time. At this point you may find a ZSU creeping up on you, so be ready to make a quick getaway or destroy it. Head back to the landing zone to drop off your prisoners and earn some armour points.

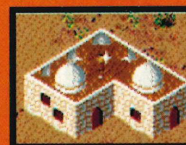
The procedure for the second and third jails is similar. The middle building is guarded by one Rapier site, as well as two infantrymen and a bloke with a missile launcher on the roof. The third jail is defended only by a Rapier and a few infantrymen, but it's very likely that a ZSU will be hanging around to meet you, so keep a couple of Hellfires for him.

Remember not to rescue too many MIAs while travelling between the jails, or you won't have room for the prisoners! The last thing you want is to have to make multiple trips across hostile territory.



## SUPPLEMENTARY OBJECTIVE

HTZ: DESERT STRIKE;  
MIAS



**In** this mission there aren't quite as many MIAs running around the desert as there were in the first mission, but watch out for sparkles in the windows of buildings—these are signals from captured soldiers who want to be rescued. If the signal appears at the back of the building attack from the front, and vice versa. After all, you don't want to blow up the MIA as well as the prison.



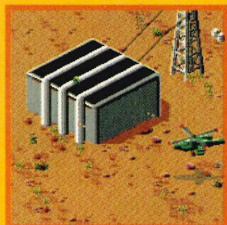


# RIKE: MISSION TWO D BUSTER



## OBJECTIVE THREE

HTZ: DESERT STRIKE;  
POWER STATION



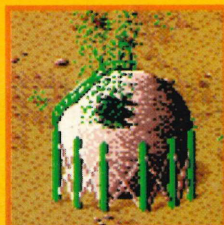
**This** target is only defended by five infantrymen, though three of them are carrying missile launchers, and one of these three is sitting on top of the building, so he won't die until you blow it out from under him. With all these blokes firing at you, speed is of the essence, so

missiles. Use Hydras on the ground troops, and Hellfires on the power station itself. Don't worry about your armour too much, because you can restock it from the crate which appears when the building is demolished.



## OBJECTIVE FOUR

HTZ: DESERT STRIKE;  
CHEMICAL WEAPONS PLANT



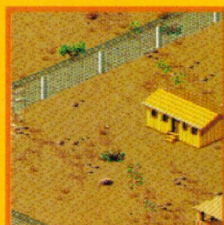
**This** is a piece of cake, with cherries on top and raisins in the middle. There's an AAA unit in front of the plant and one behind it. Head in from the front and blast the first AAA then destroy the main building

with gunfire and a couple of Hydras. When that's gone head around the back and obliterate the second AAA before starting on the storage tanks. By this time, you may have attracted the attention of a couple of wandering VDAs, but it's easy to sucker them into destroying the storage tanks for you just by hiding behind them and letting them shoot at you. When the damage is done, get rid of the VDAs with a couple of Hydras.



## OBJECTIVE SIX

HTZ: DESERT STRIKE;  
POW CAMP



**The** POW camp is defended by four guard towers, so get ready with those Hellfires and skirt around the wire fence, taking them out. Hit the guards inside the compound next, and demolish one of the huts.

By the time you've picked up all four prisoners from one hut you should find a ZSU breathing down your neck, so if you have two Hellfires left, get rid of it. Before you leave for the landing zone, open up another hut and pick up another two prisoners. This way, it should only take you three trips to pick up all 16 prisoners, but remember to watch out for those ZSUs!



## SUPPLEMENTARY OBJECTIVE

HTZ: DESERT STRIKE;  
HIGH-SPEED WINCH

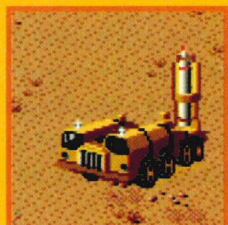


**The** high-speed winch is hidden in this building, on the way to the first prison. Pick it up after destroying the three radar installations.



## OBJECTIVE FIVE

HTZ: DESERT STRIKE;  
SCUD LAUNCHERS



**Set** your map to show SCUD COMMANDERS and you should find you now have the locations of six steel bunkers. Inside each of these bunkers is one SCUD commander who knows the position of one of six mobile SCUD launchers. Go to the nearest bunker, destroy any defences and torch the bunker. The commander will then run out, and as soon as you've picked him up he will blab the location of the launcher under his command.

As soon as you reach a SCUD launcher, let rip with missiles, because if they get a chance to launch the SCUD millions will die and you'll lose points.

HYPERTECHNIQUE ZONE

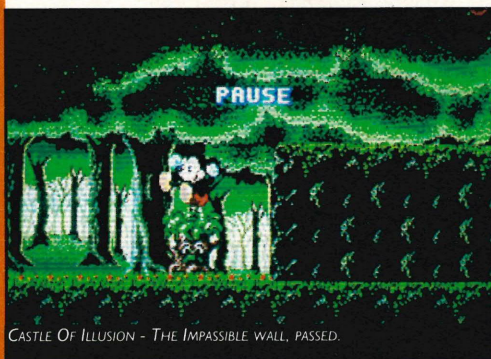




# help!

HELPLINE

Where Claire Rayner fears to tread, you'll find the MegaTech Helpline. No sappy marriage problems in our help section, just pleas for aid, and a list of contacts who are willing to help solve your quandaries. So if you need any help with any games, or you think you can be a Helpline Hero and answer any problems that have stumped us, write to Helpline, Megatech, Priors Court, 30-32 Farringdon Lane, London, EC1R 3AU (don't forget to mark your letter HELPLINE HEROES if you want to join the ranks of the experts.)



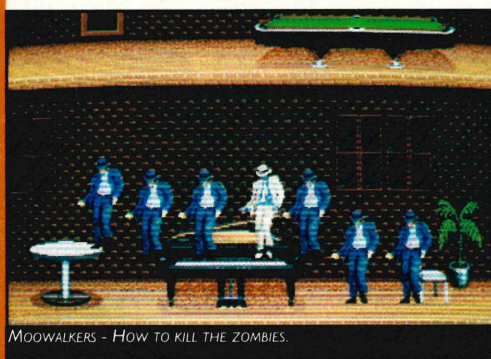
## castle of illusion

In Castle Of Illusion I can get as far the third door (the storm), and I can see the exit door but cannot get past the final wall to get to it. I have tried to find secret passages in the pools, but I can't seem to find a way through.

**K Simpson, Rugby**



You obviously haven't gone to the right pool. You have to drop down the gap which is four back from the wall, then you'll be taken to the exit by an underwater current.



## moonwalker

Please could you help me with this game? I can't pass the green men on stage 5-2.

**Adam Jones, Leeds.**



Don't attack them head on. Hide under the lowest platforms then keep jumping out and hitting them. Alternatively you can go to the 1P/2P Start screen, plug a second joypad, push the D-pad up and left on pad one while holding down A and Start on pad two. Now press start on pad one and you'll find yourself looking at a level select screen, so you can bypass your bogey stage altogether.



## zero wing

I'm desperately in need of a cheat for this game. I'm having loads of trouble negotiating the later levels, despite the infinite continues in easy mode. Do you know of any cheats that will help? Invincibility would be great.

**David Jackson, York**



Nope, the only advice we can give you is to keep practising. As far as we know there is no invincibility cheat.





## devil crash

Me and my girlfriend have been playing this game for some weeks now. We've finally beaten all six of the bonus stages only to receive a well done message and an extra ball. Surely there's more? On playing the sound test there are further effects that we haven't come across yet, so we think there has to be more to it. Did we beat it or not?

**Tony Slater, Rugby**



**No you haven't beaten it. First you have to score 999,999,990 to get to the final stage. Then all you have to do is demolish the master demon to finish it. If you don't want to play it that long enter your code as ALCLAE8ECK, which will give you that score.**

## starflight

Please can you help me? I've got every artifact bar the black egg, can someone supply me with the coordinates for it?

**Jonathan Stansfield, West Yorkshire**



**Try searching the second planet of system 234,20, at 355 99E. You should find one there.**

## strider

I can't defeat the last boss in this game. Have you got any cheats or tips that will help me through?

**Mark Sargeant, London**



**There's no safe spot on this screen and not much in the way of a strategy to follow, but if you reach the Master with full energy, you can get up close to him and keep slashing. You should be able to beat him before he gets in enough hits to kill you. Remember you can extend your sword with the icon on the second ledge on that screen.**

## toe jam & earl

I keep getting killed on the later stages of this game. Do you know of a level select or infinite lives cheat?

**Marc Williams, Walsall**



**Sorry, we have to throw this one open. Can anyone help Marc out by supplying a cheat?**

## ghouls 'n' ghosts

Could you please tell me how to use the magic? I found it in the third casket on the first level after going once around the game, but all I can produce are fireballs, which are nothing like the varied attacks that are shown in the manual.

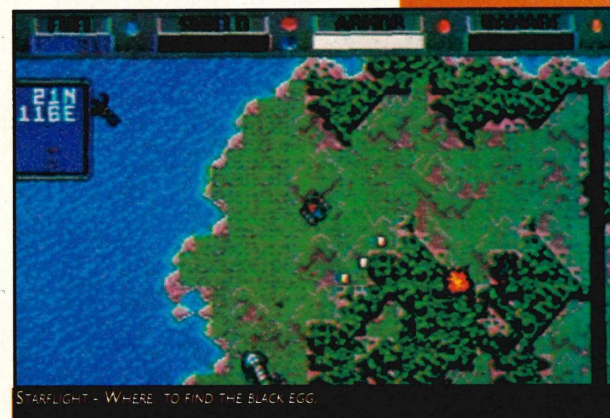
**Michael Blissett, Northants**



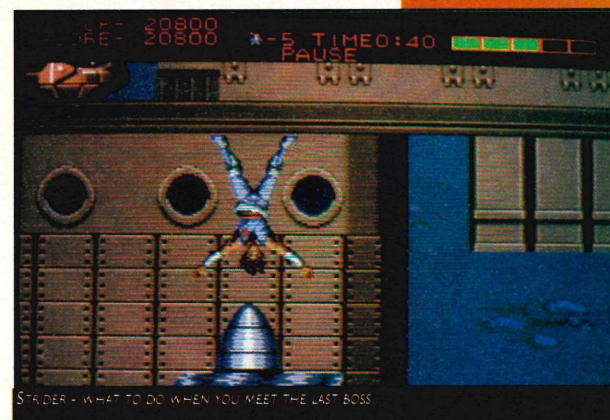
**We don't know what you're looking at, but the magic weapon has only the one use, and that's as short ranged, but powerful weapon, designed to make beating the final boss very difficult.**



DEVIL CRASH - HOW TO COMPLETE IT



STARFLIGHT - WHERE TO FIND THE BLACK EGG



STRIDER - WHAT TO DO WHEN YOU MEET THE LAST BOSS



TOE JAM & EARL - CHEAT NEEDED



GHOULS 'N' GHOSTS - CONFUSION OVER THE MAGIC

HELP LINE

more...





ROBODOD - HOW TO BEAT THE LAST BOSS.



MERCS - TROUBLE WITH THE LASERS.



FATAL REWIND - CHEATS WANTED.

## robocod

I've been trying to defeat the snowman for ages, without any success. Can you please tell me what I'm doing wrong?

Tim Gray, Croydon



Because this is the very last boss he's naturally the toughest. Eliminate the small snowman by jumping on him, then you have to wait for the large snowman's face to bounce towards you before jumping on it. You have to do this loads of times before he dies. If you get desperate use the invincibility cheat, which is in this month's technique zone.

## merc3

This is one hell of a game, and I'm having one hell of a time trying to complete it. I can't get past level eight on the original mode. I keep getting killed by the electric fences which switch on and off when my merc goes near them.

Darren Wood, Lancaster



There's no way to destroy them, and the only way to get past without taking any damage is to walk up to them very slowly, get as close as you can then rush through when they switch off.

## fatal rewind

Can you print a level select cheat or one for infinite continues? I'm so stuck it's unbelievable. Please help.

Mark Shrimpton, Essex



Sorry, we're out of cheats for this game. Would someone like to send one in for us?

## helpline heroes

Here are Tristan, Daniel, Ian and Luke, who are the latest recruits to the ranks of the Helpline Heroes. If you having trouble with any of the games listed below, jot down a detailed description of where you're stuck and what help you'd like, and send it, along with an SAE, to the appropriate hero.

Robocod, Eswat, The Immortal, John Madden's Football, John Madden's Football '92, Klax, Ghouls 'N' Ghosts, Bare Knuckle, Thunderforce 3, Spiderman, Crackdown, Afterburner 2, Sonic, Altered Beast, Quackshot, Marble Madness, Ghostbusters, Strider, Outrun, Castle Of Illusion, Forgotten Worlds, Columns, Alien Storm, James Pond, Hellfire, Revenge Of Shinobi, Technocop, Shadow Of The Beast, Pacmania, Dynamite Duke, Bonanza Brothers.  
Tristan Kirchner, 163 Malden Road, Colchester, Essex, CO3 3BL.

Altered Beast, Alien Storm, Streets Of Rage, Devil Crash, Eswat, Buster Douglas Boxing, Golden Axe, Heavy Unit, EA Hockey, John Madden's Football, Moonwalker, Mercs, Castle Of Illusion, Quackshot, Revenge Of Shinobi, Super Monaco Gp  
Daniel Creser, 24 Barker Road, Earls Barton, Northampton, NN6 0PA

Rambo 3, Ghouls 'N' Ghosts, Forgotten Worlds, Revenge Of Shinobi, Eswat, Ghostbusters, Moonwalker, DJ Boy, Alex Kidd In The Enchanted Castle, Ringside Angel, Magical Flying Turbo Adventure, Bare Knuckle, Batman, Rainbow Islands, EA Hockey, John Madden's Football, Marvel Land, Valis 3, Robocod, Thunderforce 3, Mickey Mouse, Sonic, Alien Storm, Fantasia, Golden Axe, New Zealand Story, Shadow Dancer, World Cup Italia '90, Spiderman, Strider, Altered Beast, Bonanza Brothers, Mystic Defender, Quackshot, Super Real Basketball, Wonder Boy 3, Super Thunderblade, Road Rash, Wrestle War.  
Ian Hutchinson, 171 Cheetham Hill Road, Dukinfield, Cheshire, SK16 5JU.

Sonic, Quackshot, Castle Of Illusion, Fantasia, Super Monaco GP, Thunderforce III, Strider, Alien Storm, Batman, Bimini Run, Bonanza Brothers, James Pond, Robocod, Moonwalker, Outrun, Road Rash, Shining In The Darkness, Alex Kid In The Enchanted Castle, Eswat  
Luke Bracegirdle, 72 Selwyn Street, Stoke-on-Trent, Staffordshire, ST4 1EE

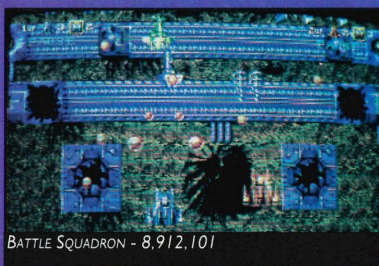




ALIEN STORM - 100 (SUPREME RULER)



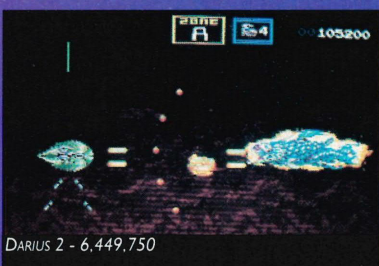
BATMAN - 561,900



BATTLE SQUADRON - 8,912,101



COLUMNS - 52,064,674



DARIUS 2 - 6,449,750



EARNEST EVANS - 1,480,050



ESWAT - 224,300

**AFTERBURNER**  
27,861,520  
Daniel Sullivan, Coventry

**ALIEN STORM**  
100 Supreme Ruler  
Jim Graham, Stevenage

**ALTERED BEAST**  
4,463,300  
Wayne Lockwood,  
Boroughbridge

**BATMAN**  
561,900  
Danny Kenmure, Edinburgh

**BATTLE SQUADRON**  
8,912,101 (easy level)  
Asif Akhtar, Wimbledon

**BONANZA BROTHERS**  
9,762,777  
Paul Whiting, Kidlington

**BUDOKAN**  
Finished on one life  
Jim Graham, Stevenage

**CALIFORNIA GAMES**  
Footbag  
106,610  
John Walker, Orpington

**Surfing**  
8.2  
John Walker, Orpington

**COLUMNS**  
52,064,674  
James Sturgeon, Stoke

**DARIUS 2**  
6,449,750  
David Wheeler, Caerphili

**DECAPATTACK**  
Completed with six lives left  
Dan Towes, Gillingham

**DESERT STRIKE**  
2,480,000  
Julian Rignall, Megatech

**DEVIL CRASH**  
999,999,900  
Julian Rignall, Megatech

**DJ BOY**  
9,835,700  
Jonathon Tilbrook, Sheffield

**DOUBLE DRAGON 2**  
51,280 (no credits used)  
Bob Payne, West Bromwich

**EA ICE HOCKEY**  
47-1 (USSR v USA)  
Jonathon Vince, Saffron  
Walden

**EARNEST EVANS**  
1,480,050  
David Wheeler, Caerphilly

**ESWAT**  
224,300  
Martin O'Neil, Tonbridge



**If** you want the kind of recognition that's worth more than an entry in Who's Who, you've got to be able to produce a feat of such games-playing prowess that it knocks us, and the current high score for six.

We're only interested in scores you've achieved on one credit, so stay off the continues. We also want you to tell us what level you got to and what difficulty setting the game was on. Send your entries on the coupon supplied, or on the back of a postcard (that saves us opening the envelopes and chafing our thumbs) to **HYPERPLAYERS**, Megatech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Remember, we've played just about every Megadrive game around and we can usually spot hooky scores, so no cheating.

**HYPERPLAYERS**

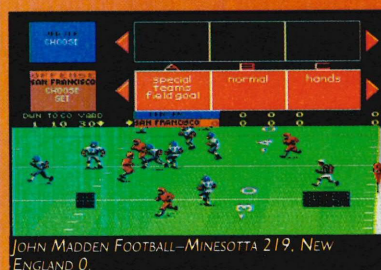




F-22 INTERCEPTOR-26,102



GAIARES-1,502,384



JOHN MADDEN FOOTBALL-MINNESOTA 219, NEW ENGLAND 0



ROAD RASH-\$112,040



SUPER MONACO GP-5,227 DRIVER'S POINTS

NAME.....
ADDRESS.....
.....
.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....

### F-22 INTERCEPTOR

USA-26,102  
Dean Lloyd, Rugeley

USSR-29,484  
Dean Lloyd, Rugeley

IRAQ-29,505  
Dean Lloyd, Rugeley

KOREA-21,311  
Dean Lloyd, Rugeley

**FANTASIA**  
11,683,600 (hardest level)  
Chris Maginnis, Linlithgow

**FATAL REWIND**  
2,471,380  
Ian Collins, Dawlish

**FIRE SHARK**  
7,122,130 (Completed)  
Sharon Mitchell, Ealing

**FLICKY**  
1,131,500 (seven credits used)  
Kevin Gaffar, Chelmsford

**FORGOTTEN WORLDS**  
1,845,200  
Rober Golden, Lymington

**GAIARES**  
1,502,384  
Robert Wood, Cleveland

**GAIN GROUND**  
166,334  
Glenn Squibb, Isle of Wight

**GHOSTBUSTERS**  
15,639,000  
Wayne Lockwood, Boroughbridge

**GHOULS 'N' GHOSTS**  
912,300  
Daniel Sullivan, Coventry

**GOLDEN AXE**  
645.5  
Jonathon Vince, Saffron Walden

**GOLDEN AXE II**  
205.3 (Completed)  
Martyn Griffiths, Malvern

**GRANADA**  
23,563,545  
Carl Bown, Bournemouth

**GYNOUG**  
1,130,450 (Hard level)  
Wayne Turner, Chelmsford

**HARD DRIVIN'**  
130,292  
Benn Dixon, Newcastle

**HEAVY UNIT**  
192,900  
Daniel Creser, Horthampton

**HELLFIRE**  
10,947,090  
Asif Akhtar, Wimbledon

**JAMES 'BUSTER' DOUGLAS BOXING**  
8,021,080 (over eight rounds)  
Peter Jarvis, Keighley

**JOHN MADDEN FOOTBALL**  
Minesotta 219 - New England 0  
(one hour game)  
Edward Dunkley, Exeter

**JOHN MADDEN '92**  
All Madden 262-New England 10  
(1176 rushing yards)  
Simon Rodd, Broadstairs

**KLAX**  
8,064,580 (import version)  
Sharon Mitchell, Ealing

1,817,669 (official version)  
Glenn Squibb, Wroxall

**LAKERS VS CELTICS**  
Celtics 59 - Lakers 12  
Richard Pursey, Ilford

**MARBLE MADNESS**  
67,610  
Paul Glancey, Megatech

**MERCS**  
Arcade Mode  
1,277,350  
Lee Harwood, Blyth, Northumberland  
  
Original Mode  
912,750 (Level 8, no credits used)  
Andrew Alexander, Wallsend

**MICKEY MOUSE**  
504,400  
Sharon Mitchell, Ealing

**MOONWALKER**  
854,100  
Simon Gisbourne, Houghton-on-the-Hill

**MUSHA ALESTE**  
133,896,380  
Rodney Scotland, Northampton

**NEW ZEALAND STORY**  
522,360  
Nigel Weston, Wilmslow

**OUTRUN**  
13,008,240 (Hyper)  
David Rowe, Bishops Stortford

**PGA TOUR GOLF**  
Avenel  
265 (best 72)  
David Flin, Halstead, Essex

Sawgrass  
249 (best 72)  
James Thomas, Salford  
51 strokes (best 18)  
Simon Bond, Stoke-on-Trent

West Stadium  
53 strokes (best 18)  
Simon Shone, Heywood

Sterling Shores  
58 strokes (best 18)  
Ian Guy, Redditch

**PITFIGHTER**  
1,638,890 (no credits used)  
Bob Payne, West Bromwich

**POPULOUS**  
515,090 (Genesis level)  
Philip Best, St Austell

**QUACKSHOT**  
602,000  
Rita Guinness, Newcastle-under-Lyme

**RAIDEN TRAD**  
1,804,050  
Neil Morgan, Reading

**RAMBO III**  
999,999,990  
Chad Lewzy, Waltham Cross

**REVENGE OF SHINOBI**  
9,999,900  
Daniel Sullivan, Coventry

**ROAD RASH**  
\$112,040  
Stuart Newsome, Sheffield

**ROBODOD**  
9,493,800 (game completed)  
David Brunt, Birmingham

**ROLLING THUNDER 2**  
764,490 (ten men left)  
Bob Payne, West Bromwich

**SHADOW DANCER**  
1,235,000  
Aaron Pearson, Forth

**SONIC THE HEDGEHOG**  
10,870,190  
Chris Weightman, Bexley

**SPACE HARRIER II**  
27,283,600  
Lee Royle, Reading

**SPIDERMAN**  
151,600 (Nightmare level, completed with 22 hrs 21mins 8 secs to spare)  
Richard 'The Star' Chisolm, Weston Super Mare

**STRIDER**  
195,800  
Paul Barnett, Womersley Common

**SUPER HANG-ON**  
Expert: 90,892,640  
Stuart Morgan, Kegworth

**SUPER MONACO GP**  
5,227 Driver's Points  
Stuart Morgan, Kegworth

**TASK FORCE HARRIER**  
765,000  
Neil Brockhouse, Bolton

**TETRIS**  
43,953 (281 lines)  
Kenji Crompton, Barrow-in-Furness

**THUNDERFORCE II**  
2,612,010  
Asif Akhtar, Wimbledon

**THUNDERFORCE III**  
7,123,800 (Mania setting, level 8)  
Steven Edwards, Wolverhampton

**TOE JAM & EARL**  
1,295 (completed with Toe Jam)  
Dan Towes, Gillingham

**TOKI**  
311,960  
Shaun Sumner, Wigan

**ULTIMATE TIGER**  
4,100,000  
Robert Ingram, Hounslow

**TRUXTON**  
1,440,630  
James Duckworth, Lytham

**WINTER CHALLENGE**  
Speed Skating-22.92 seconds  
Richard Pursey, Ilford  
Cross Country-3 mins 37 seconds  
Ian Sherriff, Plymouth  
Downhill-1 min 42.93 seconds  
Richard Pursey, Ilford  
Ski Jump-105.6m  
Richard Bentley, Keighley  
Biathlon-4 mins 8.3 seconds  
Robert Butcher, Biggin Hill

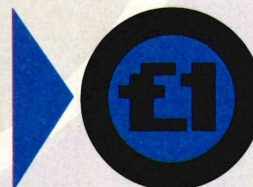
**ZOOM**  
300,679  
Stuart Morgan, Kegworth

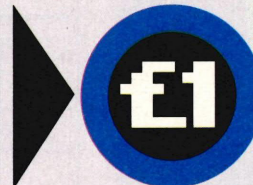




# MEGASELL

I WANT TO USE THE MEGATECH MEGASELL. HERE'S MY MESSAGE:

I WOULD LIKE MY ADVERT TO GO UNDER THE FOLLOWING HEADING (TICK BOX):

☐ FOR SALE  
☐ PEN PALS

☐ WANTED  
☐ SWAP

☐ WANTED  
☐ SWAP

FILL IN THE TOP BOX FOR £1.00 (20 WORDS), OR FOR A LONGER MESSAGE, FILL IN BOTH BOXES FOR £2.00 (40 WORDS).

PLEASE NOTE: ONLY ONE WORD PER BOX. PHONE NUMBERS COUNT AS ONE WORD. WHEN FILLING IN YOUR MESSAGE, USE BLOCK CAPITALS, AND WRITE NEATLY TO AVOID MISTAKES.

NAME.....

ADDRESS.....

POSTCODE.....

TELEPHONE NUMBER.....

## SWAP

Massive collection of the best Megadrive games to swap. Call 021 486 1898 (I may sell some if the price is good!)

Will swap Flicky for Arnold Palmers Golf, Lakers V Celtics, Pacmania, Quackshot or will buy Arnold Palmers Golf for £20. Raymond Dvitt, 67 Wolfe Tone Sq, West Bray, Co Wicklow, Eire.

Swap or sell my games. I've got Tetris, Alien Storm, Cyberball, Gain Ground and Sword of Sodan. Phone Gary on (0223) 836903

I will swap Rambo III for either Crackdown, Bonanza Bros, Alien Storm, James Pond, Quackshot. Ring Gavin 0734 775614

I will swap Quackshot for EA Ice Hockey, John Madden '92, Fighting Masters, Road Rash, California GAMES, Winter Challenge or Nintendo's Star Wars or Jackie Chan's Kung Fu. Phone (0476) 79816

Maddens '92 almost unused swap for EA Hockey, Arnold Palmer Golf or Super Monaco. Phone (0252) 628434 ask for Chris.

Will swap Wrestle War for your Toe Jam and Earl or Revenge of Shinobi. Must collect. Phone (0734) 567926 ask for Stuart.

English Megadrive swap Road Rash or Sonic for a good game. Phone Matt after 6pm for details on (0272) 686461.

Megadrive swap I have Immortal (UK) and Mercs (Jap) I want Streets of Rage or Road Rash UK or Jap. Tel: 0224 722143 ask for Kevin.

Megadrive games to swap. I've got Kings Bounty, John Maddens 1992 and Road Rash. Will swap for any decent games (all games will be considered) Phone Simon Gilchrist on 0903 814524. Especially wanted Phantasy Star III and PGA Tour Golf.

Will swap my Populous for your Kings Bounty, Phantasy Star 3, Shining in Darkness, Strider, Super Hang On or Might and Magic 2. Write to Carl Parsons, 77 Meadowcroft, Rhosce, Barry, South Glamorgan, CF6 9FQ.

Swap your Amiga preferably 1 meg with games for my Megadrive with four games including Quackshot, F22 and my Radio controlled car and my Sam Coupe with disk drive and games with speccy emulator. Altogether worth £850. Call 0933 56327.

Will swap Altered Beast for one control pad. Contact Mark on Nottingham (0602) 790454 after 6pm.

Swap 2 for 1. I.E. Fantasia and Altered Beast for EA Gockey or Fighting Masterds or Golden Axe or

Afterburner or Celtecs Vs Lakers or Anything you want to swap if half decent. Phone Gavin Thomas on: 0287 660183.

Swap my Road Rash for Robocod, Speedball II or Spiderman. Phone 0785 664763 and ask for Adam.

## MESSAGES

Super Gun scart and 2 6-button joysticks £250, Street Fighter2 for the Super Gun £200. Street Fighter Remix £400 Captain Commando £300. Further details contact Nicky Lee 20 Fairway, Princes Risborough, Bucks, HP17 9DH. (08444) 2859 between 6-7pm only.

## WANTED

I will give £5 for the first issue of MegaTech (good condition). Contact Cormac on 0266 43085, Northern Ireland

MEGADRIVE GAMES. Pay up to £30 depending. Also issue 1 and 2 of MegaTech. Pay £8 for both. Phone Robert on 081 3935107.

WANTED Sega Master System and Megadrive games. Large or small collections wanted, with or without consoles. Tel Bromsgrove (0527) 32230.

MEGADRIVE GAMES wanted. Pay up to £25. Send list and prices to Peter Bibby, 123 Bridge Street, Runcorn, WA7 1BE.

MEGADRIVE GAMES and joypad wanted. Send list and prices to 25 Stonelea, Aldridge, Walsall, WS9 0HU

MEGADRIVE GAMES wanted. Will pay £20 each for EA Ice Hockey, Golden Axe II, John Madden '92. Phone 0255 860389 after 4pm weekdays or Saturday any time, but not Sundays. Ask for Luke. UK games only.

WANTED Any decent Megadrive games. Will pay up to £40 for Marvel Land. Send prices and lists to Jon Thomson, 27A Avondale Avenue, East Kilbride, G74 1NS, Glasgow, Scotland pronto or phone me on (03552) 35676 after 6pm.

WANTED Megadrive contacts for swapping games. I have large collection US/UK/Jap titles. Please call 021 4597576 for list.

MEGADRIVE OWNER desperately requires Megadrive games. All games accepted, even Altered Beast! Excellent money paid for games. Tel 0827 251199 today!

MEGADRIVE PERIPHERALS wanted. Send details and prices. I might also buy games. John, 7 Risedale Grove, Blackburn, BB2 5BT. 100% reply.

MEGA-CD+GAMES. Will pay 20p or swap for a hairy toffee. Alright Comfy and Clance. Yoop Yoop Yip. Mr Stoned

## FOR SALE

WANNA BUY a brand new Joe Montana for only £30? If so call me. May swap other games like this. Also a two week old California Games. Was £40 now only £34. Great offer. Better than any other.

ENGLISH MEGADRIVE for sale, 12 games including Sonic, Road Rash and Streets of Rage, all boxed as new. Two joysticks, Joypad £400. If interested contact 0227 700716.

MEGADRIVE GAMES. Brand new Buck Rogers £40, Golden Axe 2 £30, Atomic Robokid £25. 0442 218719 days, 0923 262263 eves.

MEGADRIVE GAMES excellent condition. Road Rash £25, Populous £25, Immortal £25, Starflight £25, EA Hockey £25, Joe Montana 2 £25, F22 £25, Winter Challenge £30, Mickey Mouse £25. Write to Steve, 44 Boytons, Basildon, Essex, SS15 5HS

PHANTASY STAR III, Vapour Trail, Revenge of Shinobi, Altered Beast, to swap for Arcus Odyssey, Afterburner II, Desert Strike, Might and Magic II or offers. Phone Tim Bennett 0473 680347 after 6pm. Also various GG games to swap.

INCREDIBLE BARGAIN! Amstrad CPC464, great condition, colour monitor, joystick, 64k RAM upgrad, mouse, multiface 2, loads of magazines, cheat mode 2 booklet and approx 250 games worth over £1,000. Total package worth £1600. Sell for £400 ono. Contact M Hart, Plasgwyn, Llanrhystud, Dyfed, SY23 5BY

EIGHT Master System games for sale, including PacMania, Double Dragon, Spy vs Spy. All eight games for £95 or I can sell them separately. Ring after April 2nd on (0923) 264108. Hertfordshire only, unless you can travel to my house.

GAMESFOR SALE. Megadrive games £15-£25, Master System £10-£20 Game Gear games £12-£18. Phone after 5pm. Tel Chris on 0366 500700

FIREDRAGON radio control car, with battery, charger, manual, controller, two crystal sets. Needs one cog £90 ono. Phone Eddie 081 5055837.

SEGA MEGADRIVE, 2 control pads, Road Rash, Super Monaco, Italia '90, Sonic, Streets of Rage, Dick Tracey. 3 months new! £220 ono. Telephone Matt (0742) 795507.

MEGADRIVE GAMES for sale. Many titles, some are Japanese. Phone for list. From £20. Ask for Lee, 0923 262263 eves, 0442 218719 days.

MEGADRIVE, F22 Interceptor, control pad, Quickjoy joystick, all boxed with five magazines, worth £160. Sell for £115. Tel 081 5145297.

For just £1 you can use this service and write your own ad containing up to 20 words. £2 gets you 40 words, which is fairly simple arithmetic, I suppose...

What do you have to do? Fill out the form (or a copy of it) and send it with a cheque or PO made payable to MEGATECH, and send it to MegaTech MegaSell, MEGATECH, Priory Court, 30-32 Farrington Lane, London EC1R 3AU.

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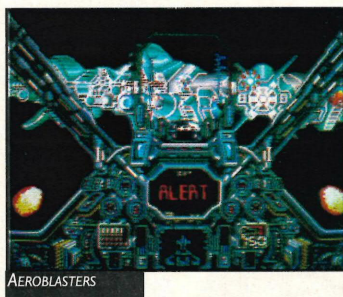
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MEGASELL





# GAME INDEX



AEROBLASTERS



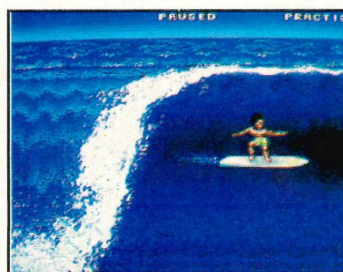
ALISIA DRAGON



BATTLE SQUADRON



BUCK ROGERS



CALIFORNIA GAMES

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTECH RATING	
688 ATTACK SUB	ELECTRONIC ARTS	£39.99	80	80	89	88	86	88	An excellent submarine simulation which gives you ten missions to complete as a US sub commander, or six as a Russian. Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth"—ho! ho!).
AEROBLASTERS	KENIO	IMPORT	78	84	81	85	71	78	A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
AFTERBURNER II	SEGA	£34.99	86	91	92	92	82	90	All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
ALEX KIDD IN THE ENCHANTED CASTLE	SEGA	£39.99	70	67	64	72	62	68	The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
ALIEN STORM	SEGA	£34.99	84	90	80	89	71	78	An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish.
ALISIA DRAGON	SEGA	£39.99	83	94	80	84	89	88	Alisia Dragoon and her pet dragon inhabit the far-flung dimension of fantasy land, where all is not well. An evil dictator controls the land and only Alisia can wrest it from his grasp. What this boils down to is a multi-directional scrolling platform game, with plenty to shoot and lots of features to keep the player hooked. A fresh approach to an old format.
ARCUS ODYSSEY	RENOVATION/UBI-SOFT	£44.99	86	88	87	90	75	86	Arcus Odyssey is peculiar game which can be likened to a 3D Gauntlet clone. The object is to guide your hero(s) (it's two-player simultaneous) around a number of forced perspective levels in search of the witch-queen Castorima. Excellent, and addictive.
ARNOLD PALMER'S GOLF	SEGA	£39.99	85	79	69	86	80	85	This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
ASSUALT SUIT LEYNOS	NCS	IMPORT	82	80	81	73	71	73	This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating—there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
ATOMIC ROBO KID	UPL	IMPORT	70	79	78	84	76	82	There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
AXIS FZ	WOLF TEAM	IMPORT	84	85	65	86	80	84	A very unusual and original forced perspective 3D blaster in which you control a armoured robot who patrols the multidirectionally scrolling landscape in search of things to blow up. It's great fun and is highly recommended if you can find it.
BATMAN	SEGA	£34.99	87	90	91	86	72	83	The graphics and sound are truly tremendous: the beautifully-drawn backdrops are as sombre-looking as the sets in the film. The only problem is that the game is fairly easy to beat, so expert gamers might not get full value for money out of this.
BATTLE SQUADRON	ELECTRONIC ARTS	£39.99	78	83	79	82	81	80	A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
BLOCK OUT	ELECTRONIC ARTS	£34.99	78	70	30	93	91	91	This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
BONAZA BROS	SEGA	£34.99	82	88	84	86	55	73	Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
BUCK ROGERS—COUNTDOWN TO DOOMSDAY	ELECTRONIC ARTS	£49.99	88	76	58	93	90	91	As RPG's go, this is one of the best on the Megadrive. Based around the TSR board game, it's set in the 25th century and casts you as the leader of a platoon of six rookie soldiers who are out to stop the evil RAM organisation from taking over Earth. Absorbing gameplay, and a must for RPG fans.
BUDOKAN	ELECTRONIC ARTS	£39.99	87	83	79	90	86	89	Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills—nunchuku, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
BURNING FORCE	NAMCOT	IMPORT	78	83	82	79	71	76	Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jetbike with the object of blowing up everything that gets in your way. There are extra weapons to pick up, of course, and there are plenty of mean 'n' meaty aliens to blow into oblivion. The graphics are very attractive, and the sound isn't too bad, but unfortunately the gameplay gets rather repetitive after a while.
CALIFORNIA GAMES	SEGA	£39.99	80	88	70	83	79	80	Head off to the sun-soaked Californian coast to partake in five events such as surfing, skateboarding and roller skating. Totally excellent fun.
COLUMNS	SEGA	£39.99	76	69	93	88	87	88	Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. The sound is excellent, and there's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.





GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTECH RATING	
CRACKDOWN	SEGA	£39.99	81	70	75	78	61	65	Another one of those very good, but all-too-easy arcade conversions. The two-player aspect is fun, and the game is enjoyable to play but the lack of challenge means that only a videogame novice will get his money's worth.
CURSE	MICRONET	IMPORT	66	71	69	71	67	70	While Curse is fun to play, it suffers from a lack of originality and one very annoying feature - when you die you lose all your extra weapons, and it's very difficult to continue. Try out other shoot 'em ups like Hellfire or Atomic Robokid before shelling out for this.
CYBERBALL	SEGA	£34.99	79	79	82	81	77	80	A decent conversion of the multi-player coin-op American football game which features robots instead of humans, Cyberball features pretty neat graphics but has been overshadowed by the likes of John Madden '92, which are offer superior gridiron gameplay. If you're an American Football fan, try this out - but not until you've seen these others.
DARIUS II	TRAITO	IMPORT	83	85	82	87	80	83	A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
DARWIN 4081	DATA EAST	IMPORT	78	81	74	77	67	74	A conversion of the rather obscure vertically scrolling shoot 'em up, Darwin 4081 is yet another scroll-up-the-screen alien blasting game with extra weapons and big end-of-level guardians to destroy. It's fun for a while, but there's nothing new, on offer that puts it ahead of any other Megadrive up-the-screen shooter.
DECAPATTACK	SEGA	£34.99	74	80	70	83	81	82	A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites. Platform fans will love it - if you're one, check it out.
DESERT STRIKE	ELECTRONIC ARTS	£34.99	92	91	85	95	93	93	Put on your flight gear, and get your bird whirling in this novel shoot 'em up. You have to pilot your AH-64 attack helicopter against the forces of a middle-east country. Loads of action and plenty of missions. Essential.
DEVIL CRASH	TECHNOSOFT	IMPORT	86	91	84	93	88	90	A stunning-looking pinball simulation which is packed full of features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans.
DICK TRACEY	SEGA	£34.99	83	85	80	90	88	89	A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamers alike.
DINLOAND	WOLF TEAM	IMPORT	60	57	73	55	53	53	A jolly, but fairly unchallenging pinball simulation which is let down by jerky and unrealistic ball movement. If you're a pinball fan, look out for Devil Crash, which is miles better than this.
DJ BOY	SAMMY	IMPORT	78	80	76	84	73	78	DJ Boy is a beat 'em up on wheels, and while it's great fun to play, but suffers from one flaw - it's too darn easy. However, if you're the type that wants to beat the game on all levels, try it out. It's as simple as that!
DYNAMITE DUKE	SEGA	£34.99	83	82	74	84	61	73	One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply...
EA HOCKEY	ELECTRONIC ARTS	£39.99	90	88	90	94	93	94	A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available - miss it at your peril.
ELEMENTAL MASTER	TECHNOSOFT	IMPORT	72	87	86	85	73	78	A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are only five levels, and they're not that difficult to beat.
EL VIENTO	RENOVATION	IMPORT	68	60	72	87	84	80	A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages. There's an official version coming soon from Ubi-Soft.
ESWAT	SEGA	£34.99	86	87	82	93	88	92	ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
F1 CIRCUS	NICHIBUTSU	IMPORT	90	68	69	76	82	80	Despite its poor-looking graphics, F1 Circus is a really good game. It's very fast, there's plenty to do, including pit stops and car customising. Only on import, but well worth checking out.
F22 INTERCEPTOR	ELECTRONIC ARTS	£39.99	94	80	76	89	94	90	This, the only console flight simulation, is absolutely fantastic. The graphics, presentation and playability are all spot on. If you fancy a change from mindless horizontally scrolling shoot 'em ups, check this out.
FANTASIA	SEGA	£39.99	72	93	44	52	47	49	This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal - even to the biggest Mickey fans.
FASTEST ONE	HUMAN	IMPORT	41	35	25	31	28	29	This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action results in the worst Megadrive racing game by far. Steer well clear.

# GAME INDEX



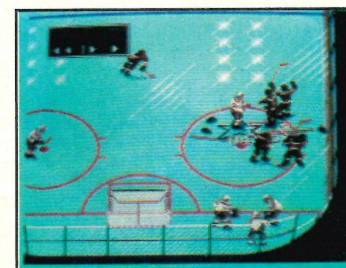
CRACKDOWN



DARIUS II



DEVIL CRASH



EA HOCKEY

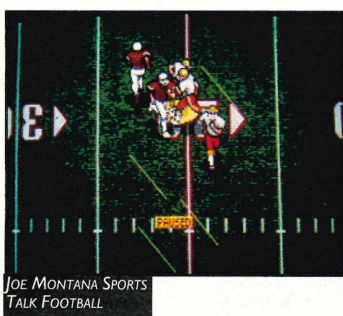
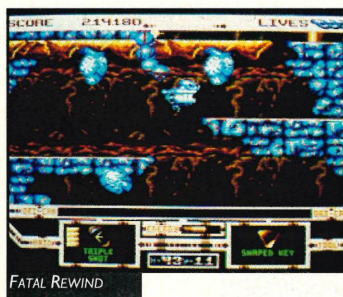


F22 INTERCEPTOR





# GAME INDEX



GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
FATAL REWIND	ELECTRONIC ARTS	£34.99	72	90	81	84	82	83	Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
FIGHTING MASTERS	TRECO	IMPORT	79	88	80	88	78	86	As a one player game Fighting Masters falls flat on its face. The two-player mode is a different kettle of fish. You can pound your opponent with one of twelve intergalactic wrestlers with a variety of moves unique to the individual characters. The best on-on-one Megadrive beat 'em up.
FORGOTTEN WORLDS	SEGA	£39.99	82	79	86	79	80	82	Forgotten Worlds is a good looking one- or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
GAIRIES	UBI SOFT	£39.99	81	88	75	80	85	84	An excellent-looking game, Gairies is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
GAIN GROUND	SEGA	£34.99	65	49	52	50	40	43	A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
GHOSTBUSTERS	SEGA	£39.99	84	85	83	84	81	82	Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
GHOULS 'N' GHOSTS	SEGA	£39.99	88	92	93	93	92	93	Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
GOLDEN AXE	SEGA	£34.99	90	91	90	95	91	94	Golden Axe is a pixel-perfect replica of the arcade machine, containing identical graphics, sound and gameplay. This is one of the best arcade conversions ever seen, and a game which no Megadrive owner should be without.
GRANADA X	UBI-SOFT	£39.99	91	74	79	88	87	86	This little known blaster suffers from small graphics and poor sound. That aside it's extremely playable, with varied levels and plenty of action. If it's some mindless shoot 'em up action you're after you won't go wrong here.
GYNOUG	SEGA	£34.99	80	94	89	93	85	90	Known in the US as Wings of Wor, this is one of the finest horizontally scrolling blaster available on the Megadrive. The gory, ghoulish graphics are outstanding, the sound is excellent and the tough and challenging gameplay is extremely addictive. A must for blasting fans.
HARD DRIVIN'	TENGEN	£34.99	84	88	89	76	70	75	Tengen's conversion of Atari's Hard Drivin leaves a lot to be desired. The vector graphics are jerky and it's very easy to complete. Steer well clear of this turkey.
HEAVY NOVA	MICRONET	IMPORT	80	77	74	64	60	59	This is the Mega-CD's first beat 'em up, and a real let down it is to. The game can be played as a single player slap 'em around cum adventure, or as a two-player head to head battle. Either way it's slow and the moves are hard to access.
HELLFIRE	SEGA	£34.99	54	87	79	93	89	92	Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. There are plenty of surprises, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check out
HERZOG ZWEI	SEGA	£29.99	76	71	75	76	74	76	A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title which would be more suitable for the tacticians, rather than arcade players.
INSECTOR X	HOT B	IMPORT	76	80	78	81	67	74	The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features.
ISHIDO	ACCOLADE	£35.99	76	65	76	74	81	80	Ishido is an overly-colourful puzzle game which is played with 76 tiles on a 96 squares big board. The object is stick all the tiles on the board by placing them next to tiles with a matching shape or colour. Fun for a while, but very difficult.
JAMES POND	ELECTRONIC ARTS	£39.99	44	91	66	83	85	83	A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action.
JOE MONTANA SPORTS TALK FOOTBALL	SEGA	£39.99	91	81	96	80	72	80	Joe Montana 2 is a significant departure from its predecessor. The game is now horizontally scrolling with close-up views of the action. Best of all is the digitised speech which provides a running commentary through a game. Not as playable as John Madden's '92, though.
JOHN MADDEN FOOTBALL '92	ELECTRONIC ARTS	£39.99	90	95	93	89	96	95	This is the best American footy game anywhere on any machine. The graphics are excellent and, more importantly, the control system is easy to understand and use. No megadrive owner should be without a copy of this.
KAGEKI	KANEKO	IMPORT	51	50	69	45	20	30	A complete duffer of a beat 'em up, converted from an old coin-op. The poor graphics would have been bad enough, but your fighter is gifted with only two fighting moves making the action dull beyond belief.





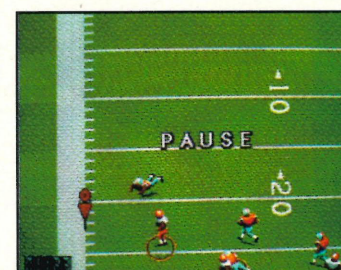
GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
KID CHAMELEON	SEGA	£34.99	60	65	78	77	60	64	Kid C is a platform game with a novel twist, the hero can change his form by collecting hats. This power lets him masquerade as a samurai, a tank, a psycho and a host of other characters. What lets it down is the lack of challenge which persists throughout the game, bar one level.
KLAX	TENGEN	£34.99	90	74	85	84	82	85	Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
LAST BATTLE	SEGA	£29.99	53	76	71	35	26	32	Amongst one of the first Megadrive games to appear, this is a failure on two counts: it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.
M1 ABRAMS TANK	SEGA	£39.99	85	80	82	83	79	81	A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.
MARBLE MADNESS	ELECTRONIC ARTS	£29.99	73	80	78	86	55	73	An extremely accurate conversion on the ancient Atari coin-op. It has all the original's features, including a mere six levels. If you're a fan of the coin-op you'll liked this, otherwise there isn't enough here to warrant buying.
MARVEL LAND	NAMCOT	IMPORT	76	81	80	85	79	81	A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre.
MERCS	SEGA	£39.99	89	85	84	91	80	90	This is as good a conversion of the coin-op as fans could hope for. You also get two versions of the game on the one cartridge - an action game and original mode, where you recruit other Mercs to help your cause. An essential for shoot 'em up fans.
MIKEY MOUSE IN THE CASTLE OF ILLUSION	SEGA	£39.99	88	95	85	94	76	93	One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
MIDNIGHT RESISTANCE	SEGA	£39.99	80	85	90	88	78	85	A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
MIGHT AND MAGIC 2	ELECTRONIC ARTS	£39.99	85	77	50	80	85	81	An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
MIKE DITKA'S POWER FOOTBALL	ACCOLADE	£39.99	69	74	88	76	69	72	A cross between Joe Montana Football and John Madden's Football, but not as good as either. Check this out only if you're desperate for something different.
MOONWALKER	SEGA	£34.99	84	91	93	88	79	85	With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.
MUSHA	N/a	IMPORT	65	78	68	73	65	71	Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.
MYSTIC DEFENDER	SEGA	£39.99	81	78	71	67	55	63	Originally imported as Kujaku II, this Ghoul's 'n' Ghosts clone lacks the oomph to keep you coming back for more.
NEW ZEALAND STORY	SEGA	£34.99	85	84	83	91	85	89	New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
OUTRUN	SEGA	£39.99	87	80	80	71	43	58	This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat - it's so easy even a complete dumbo can complete it within a couple of goes.
PACMANIA	TENGEN	£34.99	82	82	73	80	60	70	This is a Perfect conversion of the coin-op, unfortunately it's very boring, and you have to be an appalling games-player not to be able to go all the way round on your first go. Not an essential purchase by any means.
PGA TOUR GOLF	ELECTRONIC ARTS	£39.99	90	85	87	94	94	93	Simply the best golf game available on any system. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
PHANTASY STAR III	SEGA	£49.99	89	84	77	85	92	89	Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £50.00! Eek!
PITFIGHTER	TENGEN	£39.99	90	78	70	76	80	80	The main boast behind this conversion is that all the characters are actually digitised from real people. That said, they're very badly defined and the animation is a tad rough. Still, a fun beat 'em up, especially in two-player mode.



M1 ABRAMS



MIGHT &amp; MAGIC



MIKE DITKA'S POWER FOOTBALL



MOONWALKER



PHELIOS





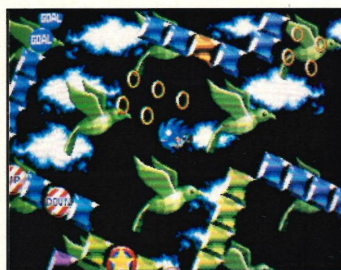
# GAME INDEX



POPULOUS



RINGS OF POWER



SONIC THE HEDGEHOG



STREETS OF RAGE



SUPER THUNDERBLADE

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M-TECH RATING	
POPULOUS	ELECTRONIC ARTS	£39.99	90	82	73	92	91	91	Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. With a constant challenge on offer, Populous is a game which you will return to time and time again.
QUACKSHOT	SEGA	£39.99	80	92	89	83	80	82	Donald Duck is the star of Sega's third Disney game, and a good effort it is too. Donald has to set off in search of the lost treasure of King Garuzia, aided by a host of Disney stars. The graphics are excellent, but the infinite continues make the game easy to complete.
RAINBOW ISLANDS	TAITO	IMPORT	83	80	76	87	85	86	Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
RAMBO III	SEGA	£39.99	78	87	93	89	82	87	In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. It's not a difficult game to finish, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!
REVENGE OF SHINOBI	SEGA	£34.99	85	92	93	95	91	94	This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The game is huge, spread over 20 different and very long sub-levels. If you're a platform game fan, this is an essential purchase.
RINGS OF POWER	ELECTRONIC ARTS	£49.99	71	50	57	68	46	49	In the same month as EA released the excellent Buck Rogers, they also unleashed this on the Megadrive. At first glance ROP seems to be a decent RPG, but lousy controls and ultra-tough combat contributes to making the game dull and virtually unplayable.
ROAD RASH	ELECTRONIC ARTS	£39.99	89	92	92	94	88	92	Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
ROLLING THUNDER II	NAMCOT	IMPORT	91	89	88	86	92	90	A truly excellent conversion of the arcade smash-hit. There's loads of levels, the graphics are tops and the sound effects are ace. This version is SCART only, and must by if you own the appropriate machine.
SOL FEARCE	WOLF-TEAM	IMPORT	85	75	76	84	74	80	Sol-Feace, apart from being Wolf-Team's first Mega-CD game, is also a very decent shoot 'em up. Although it doesn't put the hardware to much use, the game itself is very playable. Worth checking out.
SONIC THE HEDGEHOG	SEGA	£39.99	85	93	81	93	93	83	Sega's hyped-beyond-belief character stars in a game heavily inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
SPACE HARRIER II	SEGA	£39.99	73	82	80	79	71	76	Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. However, the gameplay gets pretty dull after a while due to the lack of variety. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.
SPIDERMAN	SEGA	£39.99	88	84	86	92	90	91	Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
STAR CONTROL	ACCOLADE	£39.99	86	68	90	93	90	90	Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
STREET SMART	SEGA	£39.99	75	80	66	68	41	55	A dreadful beat 'em up debacle, Street Smart starts off well with decent sprites and backdrops. However start the game proper and you'll discover that the gameplay is a complete joke with repetitive attack moves and no challenge whatsoever. Get Streets of Rage instead.
STREETS OF RAGE	SEGA	£34.99	90	90	94	94	89	92	Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.
STRIDER	SEGA	£34.99	84	94	88	94	87	91	This conversion's graphics and sound are high on arcade-perfect, and it also packs a considerable challenge. Packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan - and its multiple difficulty levels means that it won't become boring very quickly.
SUPER HANG-ON	SEGA	£39.99	90	89	90	93	84	89	Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.
SUPER MONACO GP	SEGA	£34.99	90	90	78	96	91	94	This incredible race game is a superb conversion of the brilliant coin-op. It's a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.
SUPER REAL BASKETBALL	SEGA	£39.99	80	79	77	81	80	81	The computer isn't difficult to beat once you've got used to the comprehensive control method there's a very good two-player mode. With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options.
SUPER THUNDERBLADE	SEGA	£34.99	60	78	67	72	55	69	This was one of the first ever Megadrive games, and a two years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges. Fans of the original machine will get plenty of kicks, but anyone else will find it all rather uninspiring.





GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	ITP	M-TECH RATING	
SUPER VOLLEYBALL	VIDEO SYSTEMS CO.	IMPORT	77	80	55	69	50	61	Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.
SWORD OF SODAN	ELECTRONIC ARTS	£34.99	69	70	60	61	51	55	Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.
SWORD OF VERMILLION	SEGA	£49.99	85	79	94	85	90	87	Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.
TECHNOCOP	RAZOR SOFT	£39.99	60	66	54	52	43	49	A grotesque drive-and-shoot game which, mystifyingly, won awards in the USA. After driving to crime scenes in a very ropey 3D road bit, you enter bland warehouses packed with criminals who have to be blasted into quivering red heaps. Boring to play and ugly too.
THUNDERFORCE 2	SEGA	£34.99	80	82	88	83	76	81	Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians. Recommended to blasting fans.
THUNDERFORCE 3	SEGA	£39.99	82	88	86	91	86	89	The Thunderforce fighter is back in a six-level graphical tour de force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.
TOE JAM AND EARLS	SEGA	£39.99	87	90	96	94	79	87	A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.
TONGUE OF THE FATMAN	ELECTRONIC ARTS	£39.99	85	87	75	86	62	71	This one or two-player arcade-style one-on-one beat 'em up throws the player into the futuristic arena where combatants have to fight one another in a gladiatorial style contest. The gameplay, which to be blunt, is far too easy. Check it out by all means - if just to see the excellent graphics - but play before you buy.
TRUXTON	TOAPLAN	IMPORT	76	81	79	83	78	82	Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.
TURBO OUTRUN	SEGA	£34.99	41	49	39	42	38	41	The first Outrun game had smart graphics, but was too easy. The last thing you'd expect from its sequel is the graphics to be poorer, but they are and so's the gameplay. A staggeringly inept attempt at producing a race game.
TURRICAN	ACCOLADE	£39.99	65	71	72	77	72	73	A fairly enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go!
VAPOR TRAIL	RENOVATION	IMPORT	84	80	90	81	59	70	Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
VERYTEX	ASMIK	IMPORT	72	78	88	77	69	73	Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.
WANI WANI WORLD	KANEKO	IMPORT	65	77	80	87	70	80	With its colourful graphics and two-player mode, Wani Wani World is instantly playable. It's based around the age-old coin-op Space Panic, with the object being to smash holes in platforms, lure creatures into them and then push them through. A lack of lasting appeal is Wani's only drawback.
WARDNER	VISCO	IMPORT	81	71	80	81	71	75	Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare - dodge the traps and blast the meanies and massive zbosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.
WARSONG	TRECO	IMPORT	84	64	75	77	88	85	Being a swords and sorcery wargame, Warsong can be counted unique on the Megadrive. The object is to command your armies through 20 scenarios as you attempt to free your kingdom. Providing you don't mind placing thought over reflexes you'll enjoy this.
WHIP RUSH	SEGA	£34.99	54	48	36	55	70	71	Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available - try something like Truxton or Thunderforce III rather than wasting your cash on this.
XDR	UNIPACC	IMPORT	85	59	45	49	41	47	This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting instead.
ZANY GOLF	ELECTRONIC ARTS	£39.99	85	85	85	85	85	85	This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more. If you're after something different, check this out!
ZOOM	SEGA	£29.99	60	61	72	51	43	45	Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.

# GAME INDEX



THUNDERFORCE III



TURBO OUTRUN



WARDNER



WONDERBOY IN MONSTERLAND



ZANY GOLF



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Forceps...

Ratchet...

Head... Thank you nurse.

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Taz, Sega's smart new game based on Bugs

Bunny's nemesis, The Tasmanian Devil.

**Dissected** and awaiting inspection next to that will be the most up to date reviews section money can buy, where you can catch up with that's hot, not, and middling in the world of the Megadrive.

And if you'd notice the liver you'll find the Technique Zone. Though slightly bloodied by recent encounters with stubborn games (but free of gall stones), you'll find it contains sacks full of the finest tips and cheats, as well as essential gaming guides.

**Hmm, blocked arteries.** Should have consulted the Helpline for advice on overcoming those difficult gaming problems, or perhaps enlisted the services of one of the specialists in the Helpline Heroes register.

Now if you'd care to wash your hands, remove and dispose of your rubber gloves, and get a move on to your local news-vendor you might be able to place your order Megatech 6 before the rush...

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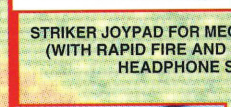
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